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STUDIES OF CHESS;

CONTAINING

CAISSA, A POEM,

BY

SIR WILLIAM JONES;

A Systematic Introduction to the Game;

AND

THE WHOLE

ANALYSIS OF CHESS,

BY

MR. A. D. PHILIDOR:

WITH

Original Critical Remarks.

IN TWO VOLUMES.

"Ludimus effigiem belli."

A NEW EDITION.

VOL. II.

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Contents of the Second Volume.

PHILIDOR'S WORK CONTINUED.

	PAGE
The Queen's Gambit	1
Regular Parties	35
First Regular Party	36
Second Regular Party	51
Third Regular Party	56
Fourth Regular Party	68
Fifth Regular Party	74
Sixth Regular Party	80
The Salvio Gambit—First Party	87
.....Second Party	102
Supplements to former Games	108
Practical Mates and Ends of Parties	121
Rook and Bishop against a Rook	121
Mate with a Knight and Bishop	136
A Rook and Pawn against a Bishop	143
Mate with a Rook	149
The Queen against a Rook and Pawn	153
The Queen against a Rook	161
Rook and Pawn against a Rook	167

Queen

PAGE

Queen and Pawn against a Queen 173
Drawn Game with a Queen against a Pawn 178
Drawn Game with a Pawn 182
A Knight against a Pawn 186
Two Pawns against One 188
Two separate, against Two united Pawns 195
Observations on the Ends of Parties, and Powers of Pieces combined 197
The Laws of Chess 200
Games played without seeing the Board 206
..... First Match 207
..... Second Match 227
..... Third Match 245
Appendix 261

ANALYSIS

OF

CHESS.

The Queen's Gambit,

OTHERWISE CALLED

THE GAMBIT OF ALEPPO,

WITH SIX BACK GAMES;

Respectively on the Third Move of the White, the Third Move of the Black, the Fourth Move of the White, the Seventh Move of the White, the eighth Move of the Black, and the Tenth Move of the White.

1.

W. The queen's pawn 2 squares.
B. The same.

2.

W. Queen's bishop's pawn 2 squares.
B. The pawn takes the pawn.

3.

W. King's pawn 2 squares. (*a*)

B. King's pawn 2 squares. (*b*)

4.

W. Queen's pawn 1 square. (*c*)

B. King's bishop's pawn 2 squares. (*d*)

5.

W. Queen's knight at his bishop's 3d.

B. King's knight at his bishop's 3d.

6.

W. King's bishop's pawn 1 square.

B. King's bishop at his queen's bishop's 4th.

Notes.

(*a*) Had you pushed this pawn but one square, your adversary would have confined your queen's bishop during half the game. The subject of the first back game.

(*b*) If, instead of playing this, he had sustained the gambit pawn, he would have lost the game; as will be seen by the second back game: but, if he had neither pushed this pawn, nor sustained the gambit pawn, you must have pushed your king's bishop's pawn two squares, in order to have three pawns in front.

(*c*) Had you taken his king's pawn, you would have lost the advantage of the attack. The subject of the third back game.

(*d*) If he had played any thing else, by pushing *your* king's bishop's pawn two squares, you would have procured for your pieces an intire liberty to act.

W. Queen's

7.

W. Queen's knight at his rook's 4th. (*e*)

B. The bishop takes the king's knight. (*f*)

8.

W. The rook takes the bishop.

B. The king castles. (*g*)

9.

W. The knight returns to his queen's bishop's 3d.

B. The pawn takes the pawn.

Notes.

(*e*) If, instead of playing your knight, in order to get rid of his king's bishop, according to the rule prescribed in the first party, note (*c*), you had taken the gambit pawn, you had lost the game. The subject of the fourth back game.

(*f*) If, instead of taking your knight, he had played his bishop to your queen's fourth, you might have attacked him with your king's knight, and left him no possibility of escape.

(*g*) If he had pushed his queen's knight's pawn two squares, in order to sustain the gambit pawn, he had lost the game; (as is exemplified in the fifth back game) and if, instead of that, or the move he has adopted, he had chosen to take your king's pawn, your taking his capturing pawn would not commit yours to his knight; because, were he to take it with his knight, he would lose the game, through a subsequent check from your queen.

10.

W. The king's bishop takes the gambit pawn. (*h*)

B. The pawn takes the pawn.

11.

W. The pawn takes the pawn. (*i*)

B. Queen's bishop at his king's bishop's 4th.

12.

W. Queen's bishop at his king's 3d.

B. Queen's knight at his queen's 2d.

13.

W. The queen at her 2d square.

B. Queen's knight at his 3d square.

14.

W. The bishop takes the knight.

B. The rook's pawn takes the bishop.

15.

W. The king castles on his queen's side.

B. The king at his rook's square.

Notes.

(*h*) This critical move requires a back game: if you had taken the first of his double pawns with your king's bishop's pawn, you would have lost the game.

(*i*) In taking with this pawn, you give your rook an opening upon his king.

W. King's

16.

W. King's rook at the adverse king's knight's 4th.

B. King's knight's pawn 1 square.

17.

W. The queen at her king's 3d.

B. The queen at her 3d square.

18.

W. The knight at his king's 4th.

B. The bishop takes the knight.

19.

W. The pawn takes the bishop; uniting with his queen's pawn. *

B. The king's rook at its king's square.

20.

W. The king at his queen's knight's square.

B. The queen at her bishop's 4th. (*k*)

W. The

Notes.

(*k*) Your queen's imposing aspect on the adversary's left wing, continually alarms him for the safety of his king. He sees that were you to place your queen's rook at the king's bishop's square, he could only prevent check-mate, were he to keep the queen, by placing

* It is not strictly uniform to insert comments in the text, yet as the ease of the reader seems consulted by it, when they are so simple as to require no pause, the Editor retains them there.

21.

W. The queen takes the queen.

B. The pawn takes the queen.

22.

W. Queen's rook at its king's square.

B. The king at his knight's 2d. (*l*)

23.

W. The king at his queen's bishop's 2d.

B. King's rook's pawn 1 square.

24.

W. King's rook at its knight's 3d.

B. The knight at his king's rook's 4th.

25.

W. The rook assailed by the knight at its queen's knight's 3d.

B. Queen's knight's pawn 1 square.

26.

W. The queen's pawn 1 square; to make an opening for your rook and bishop.

B. The pawn takes the pawn.

Notes.

placing her at the counter-square, which would contract her sphere of action very much; he therefore makes an offer to change the queens, as the most eligible mode of extinguishing the danger; which you must accept, or give him the attack.

(*l*) Some moves which want an obvious motive, are explained by the following move.

W. The

27.

W. The king's rook takes the pawn.
B. Queen's rook at its queen's square.

28.

W. Queen's rook at its queen's square.
B. The knight at its king's bishop's 3d.

29.

W. The king's rook gives check.
B. The king at his rook's square.

30.

W. The bishop at the adverse queen's 4th; to stop the adversary's pawn.
B. The knight takes the bishop.

31.

W. The rook takes the knight,
B. King's rook at its bishop's square.

32.

W. Queen's rook at its queen's 2d,
B. King's rook at the adverse king's bishop's 4th.

33.

W. Queen's rook at its king's 2d.
B. Queen's pawn 1 square.

34.

W. The pawn takes the pawn.
B. The rook takes the pawn.

35.

W. King's rook at the adverse king's 2d.
B. King's knight's pawn 1 square.

36.

W. One of the rooks takes the pawn.
B. The rook takes the rook.

37.

W. The rook takes the rook.
B. The rook gives check at the adverse king's bishop's 2d.

38.

W. The king at his queen's bishop's 3d.
B. The rook takes the pawn.

39.

W. The rook's pawn 2 squares. (*m*)
B. King's knight's pawn 1 square.

40.

W. The rook's pawn 1 square.
B. The knight's pawn 1 square.

41.

W. The rook at its king's square.
B. The knight's pawn 1 square.

Notes.

(*m*) If, instead of playing this, you had taken his pawn with your rook, you would have lost the game; because your king would have prevented your rook from arriving at the promotion line, in time to stop the passage of his knight's pawn.

W. The

42.

W. The rook at its king's knight's square.
B. The rook gives check.

43.

W. The king at his queen's bishop's 4th.
B. The rook at the adverse king's knight's 3d.

44.

W. The rook's pawn 1 square.
B. The rook at its knight's 2d.

45.

W. The king takes the pawn.
B. The rook's pawn 1 square.

46.

W. The king at the adverse queen's knight's 3d.
B. The rook's pawn 1 square.

47.

W. The rook's pawn 1 square.
B. The rook takes the pawn. (*n*)

48.

W. The rook takes the pawn. (*o*)
B. The rook at its king's rook's 2d.

Notes.

(*n*) Had he not taken your pawn, you would have won the game immediately.

(*o*) If, instead of taking his pawn, you had taken his rook, you would have lost the game.

W. The

49.

W. The pawn 2 squares.

B. The pawn 1 square.

50.

W. The rook at its king's rook's 2d.

B. The king at his knight's 2d.

51.

W. The pawn 1 square.

B. The king at his knight's 3d.

52.

W. The king at the adverse queen's bishop's 3d.

B. The king at his knight's 4th.

53.

W. The pawn 1 square.

B. The king at the adverse king's knight's 4th.

54.

W. The pawn advances.

B. Takes the pawn with the rook, and playing afterwards his king upon the rook, it must be a drawn game.

In pursuing a literal course through the steps of this gambit, the attention is repaid by numberless strokes, well designed and well parried.

parried. It is observable that this is the first party that has not opened with the move of the king's pawn. For the leading steps of this model, the boards of EUROPE are indebted to a City in the EAST—the EAST, which as it gave birth to Chess, has had expert players from an immemorial era.

FIRST

FIRST BACK GAME,

TO THE QUEEN'S GAMBIT,

On the Third Move of the White.

3.

W. The king's pawn 1 square.
B. The king's bishop's pawn 2 squares.

4.

W. The king's bishop takes the pawn.
B. King's pawn 1 square.

5.

W. King's bishop's pawn 1 square.
B. King's knight at his bishop's 3d.

6.

W. Queen's knight at his bishop's 3d.
B. Queen's bishop's pawn 2 squares.

7.

W. King's knight at his king's 2d.
B. Queen's knight at his bishop's 3d.

8.

W. The king castles.
B. King's knight's pawn 2 squares.

9.

W. The pawn takes the pawn.
B. The queen takes the queen.

W. The

10.

W. The rook takes the queen.
B. The king's bishop takes the pawn.

11.

W. King's knight at his queen's 4th.
B. The king at his 2d square.

12.

W. Queen's knight at his rook's 4th.
B. King's bishop at his queen's 3d.

13.

W. The knight takes the knight.
B. The pawn takes the knight.

14.

W. King's bishop's pawn 1 square.
B. King's rook's pawn 1 square.

15.

W. Queen's bishop at his queen's 2d.
B. The knight at his queen's 4th.

16.

W. King's knight's pawn 1 square.
B. Queen's bishop at his queen's 2d.

17.

W. The king at his bishop's 2d.
B. The pawn in the queen's bishop's file 1 square.

18.

W. The knight at his queen's bishop's 3d.
B. Queen's bishop at his 3d square.

W. The

19.

W. The knight takes the knight.

B. The pawn takes the knight.

20.

W. King's bishop at his king's 2d.

B. Queen's rook at its king's knight's square.

21.

W. Queen's bishop at his 3d square. *

B. The king's knight's pawn takes the pawn.

22.

W. The bishop takes the rook.

B. The pawn takes the king's pawn giving check.

23.

W. The king takes the pawn.

B. The rook takes the bishop.

24.

W. King's bishop at his 3d square.

B. The king at his 3d square.

25.

W. King's rook at its queen's 2d. †

B. The queen's pawn gives check.

W. The

* Would it not be preferable at this move to play the king's rook to its king's square? EDITOR.

† Supposing it to have been waived before, the EDITOR would here play the king's rook to its king's square, in contemplation of the intended check from the adverse queen's pawn, that the king, on moving, might retort check

26.

W. The king at his bishop's 2d.

B. Queen's bishop at the adverse king's 4th.

27.

W. Queen's rook at its king's square.

B. The king at his queen's 4th.

28.

W. King's rook at its king's 2d.

B. The rook at its king's square.

29.

W. King's knight's pawn 1 square.

B. The bishop takes the bishop.

30.

W. The rook takes the rook.

B. The pawn takes the pawn.

31.

W. King's rook's pawn 1 square.

B. The pawn in the queen's bishop's file 1 square.

32.

W. King's rook at the adverse king's rook's square.

B. Queen's pawn 1 square.

check by discovery; by which the white player would change bishop for bishop without uniting the adversary's pawns, and the adverse king would be forced back.

W. The

33.

W. The king at his 3d square.

B. The king's bishop gives check at his queen's bishop's 4th.

34.

W. The king at his bishop's 4th square, having no better place.

B. The queen's pawn 1 square, and wins the game.

By changing each of his rooks for a bishop and a pawn, the black player acquired a preponderance of pawns, which he turned to a good account: but it appears to the EDITOR, that the white player might either originally have prevented this, or have afterwards surrendered his rooks for the adverse bishops, and have had pawns to the transfer: at all events he is persuaded, that the foundation for this defeat was not laid at the beginning of the game. Not to repose upon the EDITOR's suggestions to vary the play, it is said, in an early edition of PHILIDOR, that a deviation so late as the 31st move would recover the equipoise. These are the words. "I let "your game be lost, only to shew the strength "of

" of two bishops against the rooks, particu-
" larly when the king is placed between two
" pawns. But if instead of employing your
" rooks to make war against his pawns,
" you had, on the 31st move, played your
" rook at the black queen's square; on the
" 32d move, brought your other rook at your
" adversary's king's second square; and, on
" the 33d move, sacrificed your first rook for
" his king's bishop; instead of losing, you
" had made it a drawn game." This observation is unaccountably omitted in the subsequent editions, and yet it seems to have proceeded on a just calculation. With regard to shewing the force of two bishops against the rooks, it may be asked, how that can be done but by the very best play for each party?

The mode in the Cunningham Gambit was synthetical: but it will be recollected that the conduct of this gambit is properly analytical. The first form of it presents a series of moves critically good; embracing, throughout, the expedient, in moving for both parties. Slightly surveyed, it may seem less brilliant than the back games, as the balance of play precludes a decisive result, while it is, on that account, superior to them. As the management of the queen's gambit is delicate, and depends on circumstances apparently trivial, at the opening; the back games are to shew the advantage which one party gives to the other, by deviating from the model at particular stages.

SECOND

SECOND BACK GAME,

TO THE QUEEN'S GAMBIT,

On the Third Move of the Black.

3.

W. King's pawn 2 squares.
B. Queen's knight's pawn 2 squares.

4.

W. Queen's rook's pawn 2 squares.
B. Queen's bishop's pawn 1 square.

5.

W. Queen's knight's pawn 1 square.
B. The gambit pawn takes the pawn.

6.

W. The pawn takes the pawn.
B. The pawn takes the pawn.

7.

W. The king's bishop takes the pawn, and gives check.
B. The bishop covers the check.

8.

W. The queen takes the pawn.
B. The bishop takes the bishop.

9.

W. The queen takes the bishop, and gives check.
B. The queen covers the check.

10.

W. The queen takes the queen.
B. The knight takes the queen.

11.

W. King's bishop's pawn 2 squares.
B. King's pawn 1 square.

12.

W. The king at his 2d square.
B. King's bishop's pawn 2 squares.

13.

W. King's pawn 1 square.
B. King's knight at his king's 2d.

14.

W. Queen's knight at his bishop's 3d.
B. King's knight at his queen's 4th.

15.

W. The knight takes the knight.
B. The pawn takes the knight.

16.

W. Queen's bishop at its rook's 3d,
B. The bishop takes the bishop.

17.

W. The rook takes the bishop.
B. The king at his 2d square.

18.

W. The king at his bishop's 3d square.
B. King's rook at its queen's knight's square.

W. The

19.

W. The knight at his king's 2d.

B. The king at his 3d square.

20.

W. King's rook at its queen's rook's square.

B. King's rook at its queen's knight's 2d.

21.

W. The queen's rook gives check.

B. The knight covers the check.

22.

W. King's rook at the adverse queen's rook's 4th.

B. King's knight's pawn 1 square.

23.

W. The knight at his queen's bishop's 3d.

B. Queen's rook at its queen's square.

24.

W. The queen's rook takes the rook's pawn.

B. The rook takes the rook.

25.

W. The rook takes the rook, and must win the game.

THIRD BACK GAME,

TO THE QUEEN'S GAMBIT,

On the Fourth Move of the White.

4.

W. The queen's pawn takes the pawn.
B. The queen takes the queen.

5.

W. The king takes the queen.
B. Queen's bishop at his king's 3d.

6.

W. King's bishop's pawn 2 squares.
B. King's knight's pawn 1 square.

7.

W. Queen's knight at his bishop's 3d.
B. Queen's knight at his queen's 2d.

8.

W. King's rook's pawn 1 square.
B. King's rook's pawn 2 squares.

9.

W. Queen's bishop at his king's 3d.
B. The king castles.

10.

W. The king at his queen's bishop's 2d.
B. King's bishop at his queen's bishop's 4th.

W. The

11.

W. The bishop takes the bishop.
B. The knight takes the bishop.

12.

W. King's knight at his bishop's 3d.
B. Queen's bishop's pawn 1 square.

13.

W. King's knight at the adverse king's knight's 4th square.
B. Queen's knight's pawn 2 squares.

14.

W. King's bishop at his king's 2d.
B. King's knight at his king's 2d.

15.

W. The knight takes the bishop.
B. The pawn takes the knight.

16.

W. Queen's rook's pawn 2 squares.
B. Queen's knight at the adverse queen's knight's 3d.

17.

W. Queen's rook at its 2d square.
B. Queen's rook's pawn 1 square.

18.

W. The pawn takes the pawn.
B. The rook's pawn takes the pawn.

19.

W. The rook gives check.

B. The king at his queen's knight's 2d.

20.

W. The rook takes the rook.

B. The rook takes the rook.

21.

W. The rook at its queen's square.

B. The queen's knight gives check at the white queen's 4th.

22.

W. The king at his queen's knight's square.

B. The king at his queen's knight's 3d.

23.

W. King's knight's pawn 2 squares.

B. The pawn takes the pawn.

24.

W. The pawn takes the pawn.

B. Queen's bishop's pawn 1 square.

25.

W. King's knight's pawn 1 square.

B. King's knight at his queen's bishop's 3d.

26.

W. The bishop at his king's knight's 4th.

B. Queen's knight's pawn 1 square.

27.

W. The knight at his king's 2d.

B. King's knight at his queen's rook's 4th.

W. The

28.

W. The knight takes the knight.

B. The pawn takes the knight.

29.

W. The bishop takes the pawn.

B. The king at his queen's bishop's 4th.

30.

W. King's bishop's pawn 1 square.

B. Queen's pawn 1 square.

31.

W. The king's bishop's pawn takes the pawn.

B. The knight at the adverse queen's knight's 3d.

32.

W. The pawn 1 square.

B. The rook at its queen's rook's square.

33.

W. The rook takes the pawn.

B. The rook gives check.

34.

W. The king at his queen's bishop's 2d.

B. The rook gives check-mate at the bishop's square.

FOURTH

FOURTH BACK GAME,

TO THE QUEEN'S GAMBIT,

On the Seventh Move of the White.

7.

W. The king's bishop takes the gambit pawn.
B. The pawn takes the pawn.

8.

W The pawn takes the pawn.
B. King's knight at the adverse king's knight's 4th.

9.

W. King's knight at his rook's 3d.
B. The queen gives check.

10.

W. The king at his queen's 2d.
B. King's knight at the adverse king's 3d.

11.

W. The queen at her king's 2d.
B. Queen's bishop at the adverse king's knight's 4th.

12.

W. The queen at her 3d square.
B. The king's knight takes the pawn.

W. King's

13.

W. King's knight at his own square.

B. The queen at the adverse king's square, giving check.

14.

W. The king retires.

B. The king's bishop takes the knight, and must win the game.

FIFTH

FIFTH BACK GAME,

TO THE QUEEN'S GAMBIT,

On the Eighth Move of the Black.

8.

W. The rook takes the bishop.
B. Queen's knight's pawn 2 squares.

9.

W. The knight at the adverse queen's bishop's 4th.
B. The king castles.

10.

W. Queen's rook's pawn 2 squares.
B. Queen's knight at his rook's 3d.

11.

W. The knight takes the knight.
B. The bishop takes the knight.

12.

W. The rook's pawn takes the pawn.
B. The bishop takes the pawn.

13.

W. Queen's knight's pawn 1 square.
B. The king's bishop's pawn takes the pawn.

14.

W. The queen's knight's pawn takes the pawn.
B. The bishop at his queen's 2d.

W. Queen's

15.

W. Queen's bishop at the adverse king's knight's 4th.

B. The pawn takes the pawn.

16.

W. The pawn takes the pawn.

B. The king at his rook's square.

17.

W. King's bishop at his queen's 3d.

B. King's rook's pawn 1 square.

18.

W. King's rook's pawn 2 squares.

B. The pawn takes the bishop.

19.

W. The pawn takes the pawn.

B. The knight at his rook's 4th.

20.

W. The bishop at the adverse king's knight's 3d.

B. The knight at the adverse king's bishop's 4th.

21.

W. The queen at her bishop's 2d.

B. The knight takes the bishop, to avoid the mate.

22.

W. The queen takes the knight.

B. The bishop at his king's bishop's 4th.

W. The

23.

W. The queen gives check.
B. The king retires.

24.

W. King's knight's pawn 1 square.
B. The bishop takes the pawn.

25.

W. The queen takes the bishop.
B. The queen at her king's bishop's 3d.

26.

W. Queen's rook at the adverse queen's rook's 3d.
B. The queen takes the queen.

27.

W. The queen's rook takes the queen.
B. King's rook at its bishop's 2d.

28.

W. The king at his 2d square.
B. Queen's rook's pawn 2 squares.

29.

W. Queen's rook at the adverse king's 3d.
B. The rook's pawn 1 square.

30.

W. The rook takes the pawn.
B. The rook's pawn 1 square.

31.

W. King's rook at its queen's rook's square.
B. The rook's pawn 1 square.

W. Queen's

32.

W. Queen's rook at its king's 3d.
B. King's rook at its bishop's 3d.

33.

W The king at his queen's 3d.
B. The rook gives check.

34.

W. The king at his 4th square.
B. The rook takes the rook.

35.

W. The king takes the rook.
B. The rook at its queen's rook's 3d.

36.

W. The king at his queen's 4th.
B. The king at his bishop's 2d.

37.

W. The king at his queen's bishop's 3d.
B. The rook gives check.

38.

W. The king at his queen's knight's 4th.
B. The rook takes the pawn.

39.

W. The rook takes the pawn.
B. The king at his 2d square.

40.

W. Queen's bishop's pawn 1 square.
B. King's knight's pawn 2 squares.

W. The

41.

W. The rook at the adverse queen's rook's 2d.
B. The king at his queen's square.

42.

W. The king at the adverse queen's knight's 4th.
B. The knight's pawn 1 square.

43.

W. The king at the adverse queen's bishop's 3d.
B. The rook gives check.

44.

W. The pawn covers the check.
B. The pawn takes the pawn.

45.

W. The pawn takes the pawn.
B. The king at his own square.

46.

W. The rook at the adverse king's knight's 2d.
B. The rook at it's king's rook's 3d.

47.

W. The king at the adverse queen's bishop's 2d, and by pushing his pawn he will win the game.

SIXTH

SIXTH BACK GAME,

TO THE QUEEN'S GAMBIT,

On the Tenth Move of the White.

10.

W. The king's bishop's pawn takes the pawn.
B. The king's knight takes the king's pawn.

11.

W. The knight takes the knight.
B. The queen gives check.

12.

W. The knight at his king's knight's 3d.
B. Queen's bishop at the adverse king's knight's 4th.

13.

W. The king's bishop at his king's 2d.
B. The queen takes the rook's pawn.

14.

W. King's rook at its bishop's square.
B. The queen takes the knight, and gives check.

15.

W. The king at his queen's 2d.
B. Queen's knight at his queen's 2d.

16.

W. The rook takes the rook.
B. The rook takes the rook.

17.

W. The queen at her king's square.
B. The rook at the adverse king's bishop's 2d, and must win the game.

Setting aside the move in each, which is distinctly pointed out as inducing defeat in its ultimate tendency, the 2d, 3d, 4th, 5th, and 6th back games of this gambit, display a penetrating regard to consequences. In a circumspection in the use of stratagem and resource, which has not been detected intermitting in more than one party, may be traced the revising attentions and mellowing touches of a succession of players.

Regular Parties.

THE range of gambits is not completed, and yet we propose to enter on some regular parties. Without proceeding on the idea, that the reader will play the games as they are presented, the order of which a diversity in the degree of proficiency, and an individual pursuit of peculiar attainments, as *desiderata*, will occasion every one more or less to break; it will perhaps be expected, that modes of play, which by their properties seem assigned to a common class, should not be detached in their arrangement, without apology or explanation.

The various gambits agree in this, that they engage the player deeply in the mazes of evolution, and the surrender of the pawn, is a feature common to them all: but they so diverge in the field of stratagem after this step, that their course of evolutions cannot be traced to any participation of principle, nor is there any necessary connection between them.—For these reasons, and that the cultivation of regular play may not continue suspended, without an adequate cause, the EDITOR follows the arrangement of PHILIDOR, in introducing some examples of attack and defence, on the simple system, before the

intricacies of the Salvio gambits. By pursuing alternately the severe walk of method, which moves to the end by a gradual process; and the devious flight of adventure, which attempts the game by a *coup de main;* the spirit of each may be rendered easier to seize, as the traits in which their opposition consists, are seen in contrast.

First Regular Party,

WITH FOUR BACK GAMES;

The First on the Third Move of the Black, the Second on the Fourth Move of the White, the Third on the Fifth Move of the Black, the last on the Sixth Move of the White.

1.

W. The king's pawn 2 squares,
B. The same.

2.

W. King's bishop at his queen's bishop's 4th. (*a*)
B. The same. (*b*)

Notes.

(*a*) This is the best place the king's bishop can occupy in the first moves of a party; here, he batters the adverse king's bishop's pawn, against which the first attacks are generally formed.

(*b*) The black being able to play different ways, we will make different parties of it.

W. Queen's

3.

W. Queen's bishop's pawn 1 square.

B. The queen at her king's 2d square. (*c*)

4.

W. King's knight at his bishop's 3d. (*d*)

B. The same. (*e*)

5.

W. The queen at her king's 2d.

B. Queen's pawn 1 square. (*f*)

Notes.

(*c*) He prevents you from establishing two pawns a-breast, and occupying the centre. To prevent that, the black has three other ways of moving at this period, the effects of which are severally shewn, in the first back game, the supplement to the first back game, and the third back game.

(*d*) If you had moved this knight to your king's second square, you would have lost the game: one object exemplified in the second back game.

(*e*) He would have laid a foundation for his own defeat, had he taken your pawn with his bishop: another object exemplified in the second back game.

(*f*) Had he attacked your king's bisshop's pawn with his knight, it would have given you time to establish your pawns in the centre. The consequence is seen in the third back game.

6.

W. Queen's pawn 1 square. (*g*)

B. Queen's bishop's pawn 1 square. (*h*)

7.

W. King's rook's pawn 1 square.

B. The same. (*i*)

8.

W. Queen's bishop at his king's 3d. (*k*)

B. The king's bishop takes the bishop. (*l*)

W. The

Notes.

(*g*) If you had pushed this pawn two squares, you might have occupied the centre for a moment, but could not have remained there; as is shewn by the fourth back game.

(*h*) If he had moved his queen's bishop to your king's knight's fourth square, you must equally have advanced your king's rook's pawn; you must never leave your superior pieces to the menace of the adverse bishop.

(*i*) The pawns have been played on both sides to prevent the bishops from becoming troublesome to the knights.

(*k*) When your queen's pawn cannot be interposed to the action of the adverse king's bishop upon your king's bishop's pawn, you must keep your queen's bishop in reserve, to be posted at your king's third square; because the queen's bishop is the only piece which can effectually be opposed to the adverse king's bishop.

(*l*) If he had moved back his king's bishop, instead

of

9.

W. The queen takes the bishop.
B. Queen's bishop at his king's 3d.

10.

W. The king's bishop takes the bishop.
B. The queen takes the bishop. (*m*)

11.

W. Queen's knight at his queen's 2d.
B. The same.

12.

W. The king castles with his rook.
B. The same.

Notes.

of taking your bishop, he would have lost a turn: when you exchange pieces it is an advantage to take first.

(*m*) An additional advantage now appears from playing your king's rook's pawn at the seventh move, for he might at present attack you with his king's knight, and afterwards play his king's bishop's pawn to bring the knight again into action; these hits ought to be eagerly improved, especially in parties wherein your adversary forces out your knights before your pawns.

The game is equal; the white has only, what he set out with, the move; he who can first bring his king's bishop's pawn into play, by pushing it two squares, without making any sacrifice, or deranging his pieces, will have the superiority of situation. The uniformity arises from the black player's making his moves duplicates of the adverse moves, which he has hitherto done with propriety and success: but such a plan of counteraction is to be pursued with reserve and discrimination, and not excessively or mechanically. A player who should continue it, from this situation, having the move against him, would certainly lose.

FIRST

FIRST BACK GAME,

On the Third Move of the Black.

3.

W. Queen's bishop's pawn 1 square.
B. Queen's knight at his bishop's 3d. (*a*)

4.

W. Queen's pawn 2 squares.
B. The pawn takes the pawn. (*b*)

5.

W. The king's bishop takes the pawn.
B. The king takes the bishop. (*c*)

Notes.

(*a*) He plays this knight to hinder you from pushing your queen's pawn two squares. If, instead of this knight, he had played his queen's bishop's pawn a square, your next move might equally take place.

(*b*) He might have withdrawn his bishop to his queen's knight's third, which move will make a supplement to this back game.

(*c*) If he refuse to take your bishop, you must take his king's knight, and push your queen's knight's pawn two squares, attacking his bishop; and afterwards push the same pawn upon his knight, in order to take the pawn with your queen's bishop's pawn gratuitously, instead of changing pawns.

W. The

6.

W. The queen at the adverse king's rook's 4th.

B. King's knight's pawn 1 square.

7.

W. The queen takes the bishop, and will have a very good game.

SUPPLEMENT

SUPPLEMENT

TO THE FIRST BACK GAME,

On the Fourth Move of the Black.

4.

W. The queen's pawn 2 squares.
B. King's bishop at his queen's knight's 3d.

5.

W. King's knight at his king's 2d.
B. King's knight at his bishop's 3d.

6.

W. The queen at her 3d square.
B. The king castles.

7.

W. King's bishop's pawn 2 squares.
B. The king's pawn takes the pawn.

8.

W. The king's pawn 1 square. (*a*)
B. The queen's pawn 2 squares. (*b*)

Notes.

(*a*) If on this attack, he withdraws his knight, he gives you an opportunity of establishing your pawns in the centre.

(*b*) He hereby limits the operation of your king's bishop, and gains time to assign a place of safety and utility to his knight.

W. King's

9.

W. King's bishop at his queen's knight's 3d.
B. King's knight at the adverse king's 4th.

10.

W. The queen's bishop takes the pawn.
B. King's bishop's pawn 2 squares. (*c*)

11.

W. The queen's knight at his bishop's 3d.
B. Queen's bishop at his king's 3d. (*d*)

Notes.

(*c*) In order that he may place his queen's bishop at his king's third square, without disturbance from your pawn.

(*d*) In this situation, the black pieces have as good a game as the white; there is indeed a pawn passed and sustained on the side of the white; but this advantage is counterbalanced by the imposing attitude of the black king's knight, who cannot be dislodged but by changing piece for piece; and in that case, the pawns of the black would unite in the centre, giving, equally to them as to the white, a passed pawn.

SECOND

SECOND BACK GAME,

On the Fourth Move of the White.

4.

W. King's knight at his king's 2d. (*a*)

B. The king's bishop takes the pawn, and gives check.

5.

W. The king takes the bishop.

B. The queen at her bishop's 4th, giving check.

6.

W. The queen's pawn covers the check.

B. The queen takes the bishop.

7.

W. Queen's knight at his rook's 3d.

B. The queen at her king's 3d. (*b*)

Notes.

(*a*) If this move did not cost you a pawn, it would undoubtedly be the most politic, as it is the most convenient place for the knight; because, here he does not obstruct the passage of the pawns. But it is sometimes expedient to obstruct the pawns with the knight, to avoid a greater disadvantage. See the supplement to this back game.

(*b*) The black must win the game, having the advantage of a pawn, added to a good situation.

SUPPLEMENT

SUPPLEMENT

TO THE SECOND BACK GAME,

On the Fourth Move of the White.

4.

W. King's knight at his bishop's 3d.

B. The king's bishop takes the pawn, and gives check. (*a*)

5.

W. The king takes the bishop.

B. The queen at her bishop's 4th, giving check.

6.

W. The queen's pawn covers the check.

B. The queen takes the bishop.

7.

W. The king's knight takes the king's pawn.

B. The queen at her king's 3d.

8.

W. The queen at her king's bishop's 3d.

B. Queen's pawn 1 square.

Notes.

(*a*) This, by forcing your king to move, disables him from castling; but there is no disadvantage involved in not castling, when your pieces can easily get out; very often it is even better so, provided your king be safe.

W. King's

9.

W. King's knight at his queen's 3d.
B. King's knight at his bishop's 3d.

10.

W. King's rook at its king's square.
B. The king castles. (*b*)

Notes.

(*b*) So situated, the white player has the advantage; his pieces being brought out to better effect, and more conveniently arranged

THIRD

THIRD BACK GAME,

On the Fifth Move of the Black.

5.

W. The queen at her king's 2d.

B. King's knight at the adverse king's knight's 4th.

6.

W. Queen's pawn 2 squares.

B. The pawn takes the pawn.

7.

W. The pawn takes the pawn.

B. The king's bishop gives check.

8.

W. Queen's knight at his bishop's 3d. (*a*)

B. The king's knight returns to his bishop's 3d. (*b*)

Notes.

(*a*) If he take this knight with his bishop, it will assist your game, because the change will bring your pawns into the centre.

(*b*) You might push your king's pawn on his knight, and get two moves by so doing; but this pawn once pushed, your adversary would offer twice to change it, by pushing his queen's pawn a square, and his king's bishop's pawn a square: your pawn would then be, and must remain alone; it is therefore better to leave your two pawns a-breast, to avoid opening your game. In marching his knight, and retrogading, he has uselessly consumed two moves.

W. King's

9.

W. King's bishop at his queen's 3d.

B. The king castles. (*c*)

10.

W. The king castles.

B. The queen's pawn 1 square.

11.

W. King's rook's pawn 1 square.

B. The same.

12.

W. Queen's bishop at his queen's 2d. (*d*)

Notes.

(*c*) He castles, to attack your king's pawn with his rook; you must therefore castle, to be ready to sustain the pawn with your counter-rook.

(*d*) It is evident that the white player has the better game, having the advantage of three moves more than the black, and the centre pawns tactically advanced: nothing remains on the side of the white, but to remove the obstruction to the motion of the king's bishop's pawn as soon as possible; that will decide the game against the black.

FOURTH BACK GAME,

On the Sixth Move of the White.

6.

W. Queen's pawn 2 squares.
B. The pawn takes the pawn.

7.

W. The pawn takes the pawn.
B. The king's bishop gives check.

8.

W. The queen's bishop covers the check.
B. The bishop takes the bishop.

9.

W. The queen's knight takes the bishop.
B. Queen's pawn 1 square.

This party is equal; your pawns in the centre are broken: this mode of play may be ventured with an antagonist to whom you give some odds: by opening the game, you frequently make a more speedy impression on an inferior antagonist.

Second Regular Party,

VARIANT FROM THE FIRST PARTY, AT THE SECOND MOVE OF THE BLACK.

1.

W. The king's pawn 2 squares.
B. The same.

2.

W. King's bishop at his queen's bishop's 4th.
B. King's knight at his bishop's 3d.

3.

W. Queen's pawn 1 square.
B. King's bishop at his queen's bishop's 4th.

4.

W. King's knight at his bishop's 3d. (*a*)
B. Queen's pawn 1 square.

Notes.

(*a*) Though stationing the pieces before the pawns must not be wantonly engaged in, I think this play is necessary in the present situation, to keep the advantage of the move; nevertheless, you might at the fourth move push your king's bishop's pawn two squares: such a game, though it embarks in danger, is calculated to disconcert a mere observer of routine, to whom some advantage is given.

14.

W. King's rook's pawn 1 square. (*g*)
B. The knight takes the bishop.

15.

W. The pawn takes the knight.
B. King's rook's pawn 1 square. (*h*)

16.

W. King's knight's pawn 2 squares.
B. The same.

17.

W. King's rook at its bishop's 2d.
B. The queen at her 2d square.

Notes.

(*g*) You thus force the knight to retreat or to take, which is better than suffering him to hover over the pieces, to make a capture at his own discretion.

(*h*) He plays this pawn to hinder your knight from attacking his king's pawn, as otherwise he would be forced to defend it with his rook, which would afford you time to double your rooks on the file of your king's bishop. It is proper to observe, that in almost every case, whoever commands an opening with double rooks, must have the advantage; it is therefore an established maxim not to yield up these passes.

W. Queen's

18.

W. Queen's rook at its king's bishop's square.
B. The king at his knight's 2d. (*i*)

Notes.

(*i*) So situated, the white must have chiefly in view to oblige the adversary to push his king's pawn a square, so that he may place a knight, sustained by two pawns, at the fourth square of the adverse king's bishop, which ought to decide the game in his favour: the black will, in opposition, seek the means of doubling the two rooks, and bring the queen's bishop's pawn into play, by pushing him two squares.

Third Regular Party,

Variant from the First Party, at the Second Move of the Black,

WITH THREE BACK GAMES;

On the Third, the Seventh, and the Eleventh Move of the Black.

1.

W. The king's pawn 2 squares.
B. The same.

2.

W. King's bishop at his queen's bishop's 4th.
B. Queen's bishop's pawn 1 square. (*a*)

3.

W. Queen's pawn 2 squares.
B. The king's pawn takes the pawn. (*b*)

Notes.

(*a*) He prepares to push his queen's pawn two squares, in order to intercept the action of your king's bishop, occupy the centre with his pawns, and recover the advantage of the move.

(*b*) He might, according to his first design, have pushed his queen's pawn two squares. This will furnish interest for a back game.

W. The

4.

W. The queen takes the pawn.
B. Queen's pawn 1 square. (*c*)

5.

W. King's bishop's pawn 2 squares.
B. Queen's bishop at his king's 3d. (*d*)

6.

W. The bishop takes the bishop.
B. The pawn takes the bishop.

7.

W. Queen's bishop's pawn 2 squares.
B. Queen's pawn 1 square. (*e*)

Notes.

(*c*) If he had played his king's knight to his bishop's third square, you must have attacked the knight with your king's pawn, by which play you would have won many moves.

(*d*) If, instead, he had advanced his king's bishop's pawn two squares, you must then have pushed your king's pawn.

(*e*) He makes this move in order to break your pawns in the centre, or be able to establish his pawns strongly on his queen's side: he would have played wrong, had he pushed his queen's bishop's pawn upon your queen; as appears by a back game.

W. The

8.

W. The queen's bishop's pawn takes the pawn.
B. The king's pawn takes the pawn. (*f*)

9.

W. King's pawn 1 square.
B. Queen's bishop's pawn 1 square.

10.

W. The queen at her king's bishop's 2d. (*g*)
B. Queen's knight at his bishop's 3d.

11.

W. King's knight at his bishop's 3d.
B. Queen's pawn 1 square. (*h*)

Notes.

(*f*) It would have been improper for the adversary to take with his queen's bishop's pawn, because his pieces would be confined, and their sphere of action less extensive than yours.

(*g*) It would be wrong to give check with your queen, because it would answer no useful purpose, and for any other, she ought not to be removed from one of the four files in the centre; you must, on the contrary, keep her behind your principal pawns, especially in the beginning of a party.

(*h*) It would have been bad play to push his queen's bishop's pawn; and a back game on this move will shew it to be of consequence, when you have a cordon of pawns, to push the leading one.

W. The

12.

W. The king castles.

B. The queen at her 4th square.

13.

W. King's rook at his queen's square. (*i*)

B. The king castles. (*k*)

14.

W. Queen's knight's pawn 1 square.

B. King's knight at his rook's 3d.

15.

W. Queen's knight at his rook's 3d.

B. King's bishop at his king's 2d.

16.

W. Queen's bishop at his queen's knight's 2d. (*l*)

Notes.

(*i*) This move is indispensible to prevent him from pushing his queen's bishop's pawn, which would bring two of his pawns a-breast upon your ground; besides, affording a favourable opportunity for his bishop to get out.

(*k*) If he had pushed his queen's knight's pawn two squares, you would have won a pawn, by attacking his queen with your queen's knight.

(*l*) This party is quite even, the position is as good on one side as the other, the bishops are reduced to a narrow field, and the rooks are free.

FIRST BACK GAME,

On the Third Move of the Black.

3.

W. Queen's pawn 2 squares.
B. The same.

4.

W. The king's pawn takes the pawn.
B. The queen's bishop's pawn takes the pawn.

5.

W. The king's bishop gives check. (*a*)
B. The bishop covers the check.

6.

W. The bishop takes the bishop.
B. The knight takes the bishop.

7.

W. The pawn takes the pawn.
B. The knight takes the pawn.

Notes.

(*a*) If, instead of giving check, you had removed this bishop to your queen's third square, you would have lost both the move and the advantage of situation, because he would immediately have made himself master of the centre, by pushing his king's pawn.

W. The

8.

W. The queen at her king's 2d.
B. The same. (*b*)

9.

W. Queen's knight at his bishop's 3d.
B. The king castles.

10.

W. Queen's bishop at his king's bishop's 4th.
B. Queen's knight at his bishop's 3d.

11.

W. The king castles.

Notes.

(*b*) If he had sustained this knight by any other piece, he would have been subject to lose him, by your playing the king's bishop's pawn.

Such being the situation of the game, you have chiefly two objects in view: first, to fortify the queen's bishop, whose direction annoys the adverse king, and next to attack the queen's pawn, which being separated from the other pawns, can no longer be sustained but by the pieces. It is always advantageous to attack a separated pawn, were it only to employ the adverse pieces.

SECOND

SECOND BACK GAME,

On the Seventh Move of the Black.

7.

W. Queen's bishop's pawn 2 squares.
B. Queen's bishop's pawn 1 square. (*a*)

8.

W. The queen at her 3d square.
B. King's knight at his bishop's 3d.

9.

W. Queen's knight at his bishop's 3d.
B. The same.

10.

W. Queen's rook's pawn 1 square. (*b*)
B. King's bishop at his king's 2d.

Notes.

(*a*) This allows you to lay a foundation for a result in your favour. You must give him no other opportunity of pushing his queen's pawn; if you succeed, his king's bishop must remain imprisoned, and your pieces will cover more ground than those of your adversary.

(*b*) This move is essential; he would otherwise have attacked your queen with his queen's knight; by which he would have obtained liberty to push his queen's pawn, and disengage his pieces.

W. King's

11.

W. King's knight at his bishop's 3d square.
B. The king castles.

12.

W. King's knight's pawn 1 square. (*c*)
B. Queen's knight at his rook's 4th. (*d*)

13.

W. Queen's bishop at his king's 3d.
B. Queen's knight at the adverse queen's knight's 3d.

14.

W. Queen's rook at its queen's square.
B. King's knight at the adverse king's knight's 4th.

Notes.

(*c*) If circumstances had permitted you to remove your queen's bishop to the king's third square, he would have played his king's knight to his fifth square, in order to take your bishop, and free that of his king. It is convenient to preserve a bishop of the same diagonal with your adversary. The oblique action of the bishop is very dangerous, and the best defence is to oppose bishop to bishop.

(*d*) He plays this knight in order to exchange him for your bishop.

W. Queen's

15.

W. Queen's bishop at his king's knight's square. (e)

B. Queen's rook's pawn 1 square. (f)

16.

W. King's rook's pawn 1 square.

B. King's knight at his bishop's 3d.

17.

W. Queen's bishop at his king's 3d.

B. King's knight at his rook's 4th.

18.

W. Queen's knight at his king's 2d.

B. Queen's knight at his rook's 4th. (g)

Notes.

(e) None of the attacks of the adversary are dangerous, because they do not break your centre; and you may dislodge the knights whenever you please; this proves that effective attacks are to be made only by the co-operation of several pieces. The defence must be negligent, when attacks succeed with one or two.

(f) In order to hinder your queen's knight from attacking his queen's pawn.

(g) Instead of removing this knight, he might have sustained him by playing his queen to her knight's third square: then you would have pushed your king's knight's pawn.

W. The

19.

W. The king castles. (*h*)

Notes.

(*h*) From this situation you have a practicable road for the attainment of the game, but it will depend on preventing the adverse queen's pawn from advancing, and on not hastily pushing the pawns on the right wing, till the king is ready to sustain them.

THIRD BACK GAME,

On the Eleventh Move of the Black.

11.

W. King's knight at his bishop's 3d.
B. Queen's bishop's pawn 1 square.

12.

W. Queen's bishop at his king's 3d.
B. The king's bishop gives check.

13.

W. Queen's knight at his bishop's 3d. (*a*)
B. King's knight at his king's 2d.

14.

W. The king castles with his rook.
B. King's knight at his bishop's 4th. (*b*)

15.

W. Queen's rook at its queen's square. (*c*)
B. The king's knight takes the bishop.

Notes.

(*a*) If he take your knight, his queen's pawn must fall into your hands, because it cannot be sustained by any other pawn; besides you may attack it with all your pieces.

(*b*) He plays this knight to get rid of your bishop, and open afterwards a passage for his king's bishop upon your king and queen, which would prove very dangerous.

(*c*) Your view is, to oblige him, either to sustain the pawn of his queen, or to take your knight.

W. The

16.

W. The queen takes the knight.

B. Queen's knight at his king's 2d.

17.

W. The king at his rook's square. (*d*)

B. The king's bishop takes the knight. (*e*)

18.

W. The pawn takes the bishop.

B. The king castles. (*f*)

Notes.

(*d*) You might have taken his queen's pawn with your knight, and afterwards played your queen to your king's fourth, to force his knight; but he would then have disentagled his queen by giving check; so that this move is previously necessary.

(*e*) Being no longer able defensively to sustain his queen's pawn; he is forced to take your knight, to preserve it.

(*f*) In this situation, the white player must win; the remaining measures being, to hinder the adverse queen's pawn from coming into play, and to sustain the centre pawns, not advancing them too hastily.

Fourth Regular Party,

Variant from the First Party on the Third Move of the Black;

WITH ONE BACK GAME,

On the Fifth Move of the White

1.

W. The king's pawn 2 squares.
B. The same.

2.

W. King's bishop at his queen's bishop's 4th.
B. The same.

3.

W. Queen's bishop's pawn 1 square.
B. King's knight at his bishop's 3d.

4.

W. Queen's pawn 2 squares. (*a*)
B. The pawn takes the pawn.

Notes.

(*a*) You might push this pawn only one square, but then your situation would be the same, as that already shewn in the first variation.

W. The

5.

W. The pawn takes the pawn. (*b*)

B. The king's bishop gives check. (*c*)

6.

W. The queen's bishop covers the check.

B. The bishop takes the bishop.

7.

W. The queen's knight takes the bishop.

B. Queen's pawn 2 squares. (*d*)

8.

W. The king's pawn takes the pawn.

B. The knight takes the pawn.

9.

W. The queen at her knight's 3d. (*e*)

B. Queen's bishop's pawn 1 square.

W. King's

Notes.

(*b*) Instead of taking, you might push the king's pawn a square, which would not be amiss against a player to whom some advantage is given. The subject of a back game.

(*c*) Had he removed his bishop to his queen's knight's third, he would have committed himself, and conspired to establish your pawns in the centre.

(*d*) Had he not played in this manner, he would have given you time to occupy the centre with your pawns.

(*e*) You might give check with your queen at your king's second square, but this move would enable your

 adversary

10.

W. King's knight at his king's 2d.
B. The king castles.

11.

W. The king castles with his rook.
B. King's knight at his queen's knight's 3d. (*f*)

12.

W. King's bishop at his queen's 3d.
B. Queen's bishop at his king's 3d.

13.

W. The queen at her bishop's 2d.
B. King's knight's pawn 1 square.

14.

W. King's bishop's pawn 2 squares. (*g*)
B. The same. (*h*)

Notes.

adversary to educe his queen's bishop; besides, the king and queen, are, generally, not to be placed on the same line, especially when the file is left open by the exchange of each party's pawn.

(*f*) He plays this with a view, either to get out his queen's bishop, or to remove your king's bishop.

(*g*) You push this pawn to break the chain of pawns that cover his king.

(*h*) As he has pushed his king's bishop's pawn two squares, you must endeavour to post one of your knights at the adverse king's fourth square, from whence he cannot be removed but by an exchange, and an exchange will unite your pawns in the centre.

W. Queen's

15.

W. Queen's knight at his king's bishop's 3d.
B. Queen's knight at his queen's 2d.

16.

W. Queen's knight at the adverse king's 4th.
B. Queen's knight at his king's bishop's 3d. (*i*)

17.

W. Queen's rook at its queen's square.
B. King's knight at his queen's 4th.

18.

W. The queen at her 2d square. (*k*)
B. Queen's rook's pawn 2 squares.

19.

W. King's knight at his queen's bishop's 3d. (*l*)

Notes.

(*i*) He will not concentre your pawns by taking your knight.

(*k*) This move is necessary, to prevent his knight from occupying your king's third square.

(*l*) I should think the white has the better game, on account of the place where the queen's knight stands; however, such an advantage, unaccompanied by any other, is not decisive: the black must not take the knight before he has displaced one of the pawns that sustain the knight, which may be done by changing the queen's bishop's pawn for the adverse queen's pawn, and then both games will be even.

FIRST BACK GAME,

On the Fifth Move of the White.

5.

W. The king's pawn 1 square.
B. The queen at her king's 2d (*a*)

6.

W. The queen's bishop's pawn takes the pawn.
B. The king's bishop gives check.

7.

W. The queen's bishop covers the check. (*b*)
B. The king's bishop takes the bishop.

8.

W. The queen's knight takes the bishop.
B. Queen's pawn 1 square. (*c*)

Notes.

(*a*) Had he withdrawn his knight, that move alone would have given you the game.

(*b*) You might cover check with your queen's knight, placing him at his bishop's third, and if he then played his king's knight to your king's fourth, you would not be without means of sustaining your centre; in that situation, his best play would be to push his queen's pawn 2 squares.

(*c*) Had he pushed this pawn two squares, your centre would have been safe.

W. The

9.

W. The queen at her king's 2d. (*d*)

B. The queen's pawn takes the pawn.

10.

W. The queen's pawn takes the pawn.

B. King's knight at his queen's 2d.

11.

W. King's bishop's pawn 2 squares.

B. King's bishop's pawn 1 square.

12.

W. King's knight at his bishop's 3d.

B. The king's bishop's pawn takes the pawn. (*e*)

Notes.

(*d*) If your king's bishop's pawn had been played two squares, he might have broken your pawns, by pushing his queen's bishop's pawn to the full extent.

(*e*) The black player has succeeded in breaking the white central pawns. The design of this back game is to prove, how dangerous it is, when two pawns stand on a front line in the centre, to advance one, before your adversary offers to change. You should wait the offer, and then the pawn may be pushed safely. If, even after you had incautiously assailed the knight with your pawn, instead of pushing his queen's and his bishop's pawn one square only, he had advanced either of them two squares, offering to change, your centre would have remained safe.

Fifth Regular Party,

Variant from the First Party, on the Third Move of the Black;

WITH ONE BACK GAME,

On the Third Move of the Black.

1.

W. The king's pawn 2 squares.
B. The same.

2.

W. King's bishop at his queen's bishop's 4th.
B. The same.

3.

W. Queen's bishop's pawn 1 square.
B. The queen as her king's bishop's 3d. (*a*)

Notes.

(*a*) As, instead of this move, he might have played his queen to your king's rook's fourth, it will be the subject of a back game.

4.

W. King's knight at his bishop's 3d. (*b*)
B. Queen's knight at his bishop's 3d. (*c*)

5.

W. Queen's knight's pawn 2 squares. (*d*)
B. King's bishop at his queen's knight's 3d.

6.

W. Queen's rook's pawn 2 squares.
B. Queen's rook's pawn 1 square. (*e*)

Notes.

(*b*) He forces you to get out your king's knight before your pawn; but after repelling the attack, you may manœuvre to bring the pawn into play. You might for the knight have substituted the queen; but she is better at her home, because she enables you to advance, with effect, the queen's pawn upon his king's bishop.

(*c*) He plays his knight with a view to hinder you from pushing your queen's pawn two squares, nevertheless this move may be ventured; as is illustrated in another party.

(*d*) It is not always advantageous to push the pawns on the wings; as the removal of the knight's pawn, in particular, lays open the rook, such a step must be taken cautiously.

(*e*) If he had advanced this pawn two squares, you must have pushed yours upon his knight, according to the rule, already prescribed, always to advance the attacked pawn.

W. Queen's

7.

W. Queen's pawn 1 square.
B. The same.

8.

W. King's rook's pawn 1 square.
B. The same.

9.

W. The queen at her king's 2d.
B. Queen's bishop at his king's 3d. (*f*)

10.

W. Queen's knight at his rook's 3d.
B. King's knight at his king's 2d.

11.

W. The bishop takes the bishop.
B. The queen takes the bishop. (*g*)

12.

W. Queen's knight at his bishop's 4th.
B. The king castles with his rook. (*h*)

13.

W. The queen's knight takes the bishop.
B. The pawn takes the knight.

Notes.

(*f*) Not being able to turn your king's bishop's action with his pawns, he interposes his queen's bishop.

(*g*) He might take with the pawn, and it would not be bad play.

(*h*) Had he castled on his queen's side, he would have committed to you the advantage of situation.

W. Queen's

14.

W. Queen's bishop at his king's 3d.

B. The king's knight at his queen's bishop's square.

15.

W. The king castles with his rook.

B. King's bishop's pawn 2 squares.

16.

W. The king's pawn takes the pawn. (*i*)

B. The queen takes the pawn. (*k*)

Notes.

(*i*) Had you not taken this pawn, he would have advanced it another move upon your bishop, have dislodged him, and obtained an easy attack upon your king's wing with his pawns.

(*k*) Now, the pursuit of the white must be, to change the king's bishop's pawn with the adverse king's pawn, and that will turn the advantage on his side.

BACK GAME,

On the Third Move of the Black.

3.

W. Queen's bishop's pawn 1 square.
B. The queen at the adverse king's rook's 4th.

4.

W. The queen at her king's 2d.
B. King's knight at his bishop's 3d.

5.

W. Queen's pawn 1 square.
B. King's knight at the adverse king's knight's 4th.

6.

W. King's knight's pawn 1 square. (*a*)
B. The queen at her king's bishop's 3d. (*b*)

7.

W. King's knight at his bishop's 3d. (*c*)
B. Queen's pawn 1 square.

Notes.

(*a*) On this move, the king's knight might be played to his bishop's third.

(*b*) If, instead of his queen's retreating, his bishop had taken your king's bishop's pawn, giving check, you must have taken his bishop with your queen; and you would have gained a piece.

(*c*) The rook's third square is not the best place for the knight, but it is necessary in the present crisis.

W. King's

8.

W. King's bishop's pawn 1 square.

B. King's knight at the adverse king's 3d. (*d*)

9.

W. The queen's bishop takes the knight.

B. The king's bishop takes the bishop.

10.

W. The queen takes the bishop.

B. The queen's bishop takes the knight.

11.

W. Queen's knight at his queen's 2d.

B. The same. (*e*)

Notes.

(*d*) Had he withdrawn this knight, you must then have placed yours, now attacked, at his bishop's second square; and at the subsequent move, have played your queen's bishop to the king's third, to take off the adverse bishop.

(*e*) The white player has several moves over the black. The latter has been engaged in a speculation which can scarcely prevail against a good player. The queen making the premature attack has retreated, and she must again remove, to avoid the approach of the adverse, and make way for her own pawns.

If the principle of the second Essay in the Introduction be correct, the use of this back game, from the sixth move, is superseded.

Sixth Regular Party.

1.

W. The king's pawn 2 squares.
B. The queen's bishop's pawn 2 squares. (*a*)

2.

W. King's bishop's pawn 2 squares.
B. Queen's knight at his bishop's 3d.

3.

W. King's knight at his bishop's 3d. (*b*)
B. King's pawn 1 square.

Notes.

(*a*) This way of opening the game, when you have not the move, is entirely defensive, and therefore not to be adopted if any advantage is granted; but, commencing on equal terms, it is a good experiment on strength of an adversary with whose skill you are unacquainted.

(*b*) Had you not brought out the knight, it would have been his game to force you to play the gambit, by pushing his king's pawn two squares; and you could not take without being exposed to a check from his queen. The train of moves, then induced, would terminate in his favor, if he played critically correct.

W. Queen's

4.

W. Queen's bishop's pawn 1 square. (*c*)
B. Queen's pawn 2 squares.

5.

W. King's pawn 1 square.
B. King's bishop's pawn 2 squares. (*d*)

6.

W. Queen's pawn 2 squares.
B. King's knight at his rook's 3d. (*e*)

Notes.

(*c*) You might have pushed your queen's pawn two squares, in order to change it with his queen's bishop's pawn, and this move would not be amiss; but it would bring his king's bishop to his queen's bishop's fourth, where he would give great annoyance to your pieces, unless you had your queen's bishop to oppose him.

(*d*) He might have played his queen's pawn one square; in that case, you must have taken his pawn with yours, to hinder him from placing his pieces on the side of his queen, correspondingly to those on your king's side.

(*e*) It would be bad play in him to take your pawn, as that would be clearing the way for your queen's knight; so it would be wrong for you to take his pawn with yours, as that would present an advantageous post to his king's bishop.

7.

W. Queen's bishop at his king's 3d.
B. The queen at her knight's 3d. (*f*)

8.

W. The queen at her 2d square.
B. King's knight at his bishop's 2d. (*g*)

9.

W. The queen's pawn takes the queen's bishop's pawn. (*h*)
B. The king's bishop takes the pawn.

10.

W. The queen's bishop takes the bishop.
B. The queen takes the bishop.

Notes.

(*f*) He attacks your queen's knight's pawn in order to induce you to push it, but it is better to sustain it; for if it leaves its place, he may, by pushing his queen's rook's pawn two squares, form a successful attack on your left wing.

(*g*) Had he attacked your queen's bishop with this knight, you must not have suffered him to change piece for piece; but have withdrawn your bishop, and forced his knight to retreat afterwards.

(*h*) As your queen's knight cannot sally, without exposing you to the risk, of having either a pawn doubled, or your queen forced, it is necessary to take off his king's bishop.

W. Queen's

11.

W. Queen's knight at his rook's 3d. (*i*)

B. King's knight's pawn 2 squares. (*k*)

12.

W. King's knight's pawn 1 square.

B. The king's rook's pawn 2 squares. (*l*)

13.

W. King's rook's pawn 2 squares.

B. The king's knight's pawn takes the king's bishop's pawn. (*m*)

Notes.

(*i*) You plᵉ this knight that he may be in a course to co-operate with your king's knight at your queen's fourth; the rook's third is the best post he can at present take. In general, it is essential to keep open a free communication between the knights; as it is desirable to post them on squares, where they can neither be attacked by pawns, nor forced by other pieces to retreat.

(*k*) He pushes this pawn with a view to break your centre, and it would be assisting his scheme to take it.

(*l*) His design is to make an opening for his king's rook, and were he allowed to push this pawn another square, he would force and break the rear of your cordon of pawns.

(*m*) As your king's knight, sustained by two pawns, may safely place himself at his fifth square, so the adversary takes your pawn, that he may procure for his knight a similar post.

14.

W. The king's knight's pawn takes the pawn.
B. King's rook at its knight's square. (*n*)

15.

W. King's knight at the adverse king's knight's 4th.
B. King's knight at his rook's 3d. (*o*)

16.

W. Queen's knight at his bishop's 2d.
B. King's knight at the adverse king's knight's 4th.

17.

W. Queen's knight at his queen's 4th. (*p*)
B. The king at his 2d square.

Notes.

(*n*) He plays this rook, to secure the command of the file. Here is a juncture at which a rook may well be sacrificed for another piece. Supposing that you were not to close this line with your knight, he would remove his rook to your king's knight's fourth square, where, supported by two pawns, it could not be taken, without concentring his pawns.

(*o*) He plays this knight with a design of procuring him as good a place as yours now occupies.

(*p*) By this move you break the direction of his queen, and your two knights are united to attack and take his knight's pawn.

W. King's

18.

W. King's bishop at his king's 2d.

B. Queen's bishop at his queen's 2d.

19.

W. The king castles with his rook. (*q*)

B. Queen's rook at its bishop's square.

20.

W. Queen's rook at its bishop's square. (*r*)

Notes.

(*q*) It would be dangerous to castle on your left, because the adversary might form an easy attack upon your king; besides, your king must occupy his knight's third square, in order to restrain the adverse king's knight, and in the mean while sustain your pawns.

(*r*) This is necessary to prevent him from making himself master of that file, by changing his knight for yours, the consequence of which would give him the game. The rooks are never to yield the openings. At present the game is even, except that the pawn advanced on the ground of the black, may be said to give the white some little advantage.

The conduct of the regular parties is analytical, the most consummate form of each taking the lead, from which the back games that branch, are inferior either in the dexterity,

or the regularity of the moves. By some of the back games it appears, that a player may commence his investment of the adverse party in form, and yet, from the manner of the play that is opposed to him, be diverted into irregularity. Again, on the other hand it will appear, from some examples of the Salvio Gambit, on which we are going to enter; that when one player meditates a speedier circumvention than regularity of approach could effect; defensive movements may be adopted by the other, of a systematic character, the influence of which shall be so strong, as to impress, by degrees, a conformity to method on the attitude of both sets of pieces. At the same time, in practice it will be found, that a continual recurrence to principle must modulate the movements of gambits, or they will resemble the incursions of the Cossacks. The difficulty is, when you attempt a *coup de main* at Chess, to preserve such an arrangement, that you may return to the progressive method, if obliged, without taking lower ground than the adversary.

The Salvio Gambit.

FIRST PARTY,

WITH THREE BACK GAMES.

1.

. The king's pawn 2 squares.
The same.

2.

. King's bishop's pawn 2 squares.
The pawn takes the pawn.

3.

. King's knight at his bishop's 3d.
King's knight's pawn 2 squares.

4.

. King's bishop at his queen's bishop's 4th.
King's knight's pawn 1 square.

5.

. King's knight at the adverse king's 4th.
. The queen gives check.

6.

. The king at his bishop's square.
. King's knight at his bishop's 3d. (*a*)

W. The

Notes.

(*a*) Doctor Salvio, in his Treatise, printed at aples, in the year 1723, lays down this defence of

7.

W. The queen at her king's square. (*b*)

B. The queen takes the queen. (*c*)

8.

W. The king takes the queen.

B. The king's knight takes the king's pawn. (*d*)

W. The

Notes.

the gambit, but without examining thoroughly any combination; the great number of moves which arise and succeed each other every instant in this party, very possibly may have prevented him from analyzing and calculating the matter. PHILIDOR.

PHILIDOR can only mean, that SALVIO has not detailed any combinations different from the step dictated, in collateral notes on the play; though it is evident that he must have traced them, from his ultimately fixing on the most complete defence. EDITOR.

(*b*) The seventh move may be played differently; but only two other courses are eligible: the first, to take the pawn with the bishop, and give check; the other, to play the queen's pawn two squares—pursued in two back games.

(*c*) If, instead of taking your queen, he had pushed his king's knight's pawn, you must have taken his king's bishop's pawn, giving check, and then have played your knight to your king's bishop's third square.

(*d*) Had he pushed his queen's pawn one square, instead of taking your pawn with his knight; you must have

9.

W. The king's bishop takes the pawn, and gives check.

B. The king at his 2d square. (*e*)

10.

W. King's bishop at his queen's knight's 3d. (*f*)

B. King's knight at his bishop's 3d. (*g*)

11.

W. The queen's pawn 2 squares.

B. The queen's pawn 1 square.

Notes.

have taken his king's bishop's pawn with your knight, and sacrificed the knight and bishop for two pawns and a rook; the subject of the third back game.

(*e*) If he had moved his king to his queen's square, it would have been your game, to have drawn back your king's bishop, in order to give a divergent check with your knight, or make him lose a turn.

(*f*) In this situation you must either win a pawn, or force the change of his king's rook for your knight.

(*g*) Had he pushed his queen's pawn one move, it would have been proper to have attacked his rook with your knight, and then to take his queen's pawn with the knight, leaving his rook exposed to your bishop.

W. King's

12.

W. King's knight at his queen's 3d. (*h*)
B. King's pawn 1 square. (*i*)

13.

W. The pawn takes the pawn.
B. The pawn takes the pawn.

14.

W. The king at his bishop's 2d.
B Queen's bishop at the adverse king's knight's 4th.

15.

W. Queen's bishop at the adverse king's knight's 4th.
B. Queen's knight at his queen's 2d.

Notes.

(*h*) It would be bad play to attack his rook with your knight, who being without a retreat, would at length be forced and taken.

(*i*) Being no longer able to sustain this pawn, he pushes it; you must readily take it, because his pawn left separate will be eventually lost.

W. Queen's

16.

W. Queen's knight at his queen's 2d.
B. Queen's rook at its king's square. (*k*)

Notes.

(*k*) In this position the white party have this advantage, that their pieces are disposed in better order; nevertheless, this manner of playing the gambit is no ways advantageous against a player, to whom a piece is granted; though this mode of approach, when the contest is without odds, is as calculated as any to foil an ingenious defence. SALVIO's preparation to meet the gambit, comprises a spear as well as a shield; and is extremely adapted to take the attack out of the hands of the assailant.

FIRST BACK GAME,

TO THE FIRST PARTY,

On the Seventh Move of the White.

7.

W. The king's bishop takes the pawn and gives check.

B. The king at his 2d square. (*a*)

8.

W. King's bishop at his queen's knight's 3d. (*b*)

B. Queen's pawn 1 square. (*c*)

W. King's

Notes.

(*a*) SALVIO here directs the removal of the king to his queen's square; but, after the most exact calculations, I think it would be better to play the king to his second square: that the reader may, however, judge which is the preferable course, I exhibit both ways of playing, adding a variation on the seventh move of the black.

(*b*) You are forced to withdraw the bishop, in order to avoid the loss of a piece.

(*c*) If he had taken your king's pawn with his knight, you must have played your queen to your king's square, to offer an exchange of queens, which would restore your game to a firm state of defence; but if, instead

9.

W. King's knight at his queen's 3d. (*d*)
B. King's knight at his rook's 4th.

10.

W. The queen at her king's square.
B. King's knight's pawn 1 square. (*e*)

11.

W. The king at his knight's square. (*f*)
B. King's bishop at his knight's 2d. (*g*)

Notes.

stead of pushing this pawn, he had played his knight to his king's rook's fourth, you should have taken his king's knight's pawn with your queen, permitting afterwards a divergent check: then, by taking his knight, if he take your rook, your situation from embarrassing rises to advantageous.

(*d*) This is an incommodious retreat for your knight; but if you had attacked his rook, your piece would have been forced. It is the adverse king, played to his second square, on the seventh move, that has thrown your game into so perplexing a situation.

(*e*) Had he given check with his knight, you would have won a piece by removing your king; and if he had exchanged queens, you would have put an end to his attack.

(*f*) This move is requisite to support your king's rook.

(*g*) If you were to take his pawn with yours, he would instantly give you check-mate.

W. Queen's

12.

W. Queen's bishop's pawn 1 square.

B. The queen at her king's knight's 4th.

13.

W. King's bishop at his queen's square.

B. Queen's bishop at the adverse king's knight's 4th.

14.

W. The bishop takes the bishop.

B. The queen takes the bishop.

15.

W. King's rook's pawn 1 square. (*h*)

B. The queen at her king's knight's 3d.

16.

W. The queen at her king's 2d. (*i*)

B. Queen's knight at his queen's 2d.

17.

W. King's knight at his king's square. (*k*)

Notes.

(*h*) It is advisable to push this pawn; and not to take, which would establish his king's knight upon your field.

(*i*) You thus prepare for bringing out the pieces of your left wing, without being obliged to place your knight at his bishop's third.

(*k*) In this position, though the black pieces have the advantage, yet the game is not irrecoverably lost, because the white have still some chance of succeeding in placing their pawns in the centre.

SUPPLEMENT

SUPPLEMENT

TO THE FIRST BACK GAME.

7.

W. Queen's pawn 2 squares.
B. Queen's pawn 1 square. (*a*)

8.

W. King's knight at his queen's 3d.
B. King's pawn 1 square.

9.

W. Queen's knight at his bishop's 3d.
B. The king's pawn takes the pawn and gives check.

10.

W. The king takes the pawn.
B. The queen give check, &c. &c. (*b*)

Notes.

(*a*) Had he taken your king's pawn, you must have played your queen to your king's second.

(*b*) It is unnecessary to proceed; the variations of the first back game recur, with the difference that you have one pawn less.

SECOND BACK GAME,

TO THE FIRST PARTY,

On the Seventh Move of the Black.

7.

W. The king's bishop takes the pawn and gives check.

B. The king at his queen's square. (*a*)

8.

W. Queen's pawn 2 squares. (*b*)

B. King's pawn 1 square. (*c*)

Notes.

(*a*) This creates no necessity of withdrawing your bishop as in the first back game, so that remaining in advance, he may hinder the adverse king's knight from posting himself at his king's rook's fourth; a move portending danger.

(*b*) Had you withdrawn your king's bishop to attack the king and rook with your knight, he would have played his knight to his king's rook's fourth, and sacrificed his rook to win the game.

(*c*) There were two other ways for him to have played; the first, to force your knight to retreat, by pushing his queen's pawn upon him; the other, to take your king's pawn with his knight: in the latter case, you should offer an exchange of queens by playing yours to your king's square.

W. Queen's

9.

W. Queen's knight at his bishop's 3d. (*d*)

B. Queen's pawn 1 square.

10.

W. King's knight at his queen's 3d.

B. The king's pawn takes the pawn.

11.

W. The king takes the pawn.

B. The queen gives check.

12.

W. The king at his knight's square. (*e*)

B. King's knight's pawn 1 square.

13.

W. King's knight at his bishop's 4th. (*f*)

Notes.

(*d*) Had you taken his pawn with yours, he would have won the game.

(*e*) If you had moved the king to his bishop's second square, the black would have won the game, by giving check with his king's knight's pawn, and, at the next move, check with his king's knight.

(*f*) This move forces his queen to retreat, and allows time to put your game in a state of defence. If you could exchange queens, your condition would be still better, for your pawns not only stand in the centre, but are farther advanced than his.

Before the retreat of the queen, it will be proper for the gambit pawn to take, giving check; that it may not be lost without compensation: and the queen, on her retreat, must make such a demonstration by her position as will effectually dislodge the bishop.

THIRD

THIRD BACK GAME,

TO THE FIRST PARTY OF THE SALVIO GAMBIT,

On the Eighth Move of the Black.

8.

W. The king takes the queen.
B. The queen's pawn 1 square. (*a*)

9.

W. The king's knight takes the king's bishop's pawn.
B. The queen's pawn 1 square.

10.

W. The king's bishop takes the pawn. (*b*)
B. The king's knight takes the bishop.

Notes.

(*a*) If instead of this, he had played his queen's knight to his bishop's third, you must have taken his knight with yours, and sustained your king's pawn, by that of your queen.

(*b*) It is better to take his pawn, than to surrender your bishop to it, because his rook still remains exposed.

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Before the retreat of the queen, it will be proper for the gambit pawn to take, giving check; that it may not be lost without compensation: and the queen, on her retreat, must make such a demonstration by her position as will effectually dislodge the bishop.

THIRD

THIRD BACK GAME,

TO THE FIRST PARTY OF THE SALVIO GAMBIT,

On the Eighth Move of the Black.

8.

W. The king takes the queen.
B. The queen's pawn 1 square. (*a*)

9.

W. The king's knight takes the king's bishop's pawn.
B. The queen's pawn 1 square.

10.

W. The king's bishop takes the pawn. (*b*)
B. The king's knight takes the bishop.

Notes.

(*a*) If instead of this, he had played his queen's knight to his bishop's third, you must have taken his knight with yours, and sustained your king's pawn, by that of your queen.

(*b*) It is better to take his pawn, than to surrender your bishop to it, because his rook still remains exposed.

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11.

W. The knight takes the rook.

B. King's knight at his bishop's 3d. (*c*)

12.

W. Queen's pawn 1 square.

B. King's bishop at his knight's 2d.

13.

W. Queen's bishop's pawn 1 square. (*d*)

B. The bishop takes the knight. (*e*)

14.

W. The queen's bishop takes the pawn.

B. Queen's bishop's pawn 1 square.

15.

W. The knight at his queen's 2d. (*f*)

Notes.

(*c*) He might with his knight have attacked your queen's bishop's pawn, which you would have defended with your queen's knight.

(*d*) This move is necessary before you take the gambit pawn, because he would else take your king's pawn by sacrificing his knight, and afterwards take your queen's knight's pawn with his bishop.

(*e*) He could not have sustained the king's or gambit pawn for more than two or three moves.

(*f*) In this situation, it is better to advance the king under the pawns, than to castle, and you will have then a better game than your adversary.

The

The king will lose nothing in security by not castling, but in speaking as if he had that alternative, it seems to have escaped PHILIDOR, that the king cannot use it this game, having moved—moved twice, reaching his original situation. His standing there accounts very easily for the mistake.

Second Party

OF THE SALVIO GAMBIT,

WITH ONE BACK GAME,

On the Seventh Move of the White.

1.

W. The king's pawn 2 squares.
B. The same.

2.

W. King's bishop's pawn 2 squares.
B. The pawn takes the pawn.

3.

W. King's knight at his bishop's 3d.
B. King's knight's pawn 2 squares.

4.

W. King's bishop at his queen's bishop's 4th.
B. King's knight's pawn 1 square.

5.

W. King's knight at the adverse king's 4th square. (a)
B. The queen gives check.

W. The

Notes.

(a) You might castle at the fifth move, and suffer him to take your knight; you then take his knight's pawn with your queen, and depend for reprisals on attacking his

6.

W. The king at his bishop's square.
B. King's knight at his bishop's 3d.

7.

W. Queen's knight at his bishop's 3d. (*b*)
B. Queen's pawn 1 square. (*c*)

8.

W. King's knight at his queen's 3d. (*d*)
B. King's pawn 1 square.

Notes.

his king's bishop's pawn. All your pieces would promptly take excellent stations, and before he could secure his king, able manœuvring might expect an equivalent for the knight.

(*b*) If you had taken his king's bishop's pawn with your knight, he would, by pushing his queen's pawn two squares, have gained two pieces for his king's rook. As the same pawn might be taken with the bishop, and check given at the moment, it will form the subject of a back game.

(*c*) Had he brought out his queen's knight to his bishop's third, you must have taken his knight with yours, and then offered queen for queen at your king's square.

(*d*) Had you taken his king's pawn with your knight, he would have left his rook exposed, playing his king's knight to his rook's fourth, as a prelude to a double attack on your king and rook, which would throw you into a disagreeable situation.

9.

W. King's knight's pawn 1 square. (*e*)
B. The queen gives check.

10.

W. The king at his bishop's 2d.
B. The queen gives check.

11.

W. The king at his 3d square.
B. The king's bishop gives check.

12.

W. The king's knight covers the check.
B. Queen's bishop's pawn 1 square. (*f*)

13.

W. The queen at her king's bishop's square.
B. The queen takes the queen.

Notes.

(*e*) Had you taken the pawn with yours, he would, by taking with his king's knight's pawn, have opened the line for his queen's bishop; by which you would be exposed to the hazard of losing your queen, or receiving check-mate.

(*f*) He plays this pawn to prevent his queen being forced. (See the situation at the thirteenth move of the second back game of the first gambit, volume the first.) And should he castle, or otherwise vary his play, it would be your game to propose queen for queen, at your king's bishop's square.

W. The

14.

W. The king's bishop takes the queen.

B. King's bishop at his knight's 2d. (*g*)

15.

W. King's rook's pawn 1 square.

B. King's rook's pawn 2 squares.

16.

W. Queen's pawn 2 squares. (*h*)

Notes.

(*g*) It was of consequence to withdraw this bishop, for by pushing your king's rook's pawn two squares, you would have broken all his pawns.

(*h*) From this period the endeavour of each must be, to bring out the pieces as soon as possible; but the white must persist in not taking the king's knight's pawn with his rook's pawn; and although the black have the advantage in numbers, by a pawn, the situation of the white will then be preferable.

BACK

BACK GAME,

On the Seventh Move of the White.

7.

W. The king's bishop takes the pawn, and gives check.

B. The king at his 2d square. (*a*)

8.

W. King's bishop at his queen's bishop's 4th.

B. Queen's pawn 1 square. (*b*)

9.

W. King's knight at his queen's 3d.

B. King's knight at his rook's 4th.

W. The

Notes.

(*a*) Had he withdrawn his king to his queen's square, you should have pushed your queen's pawn to its extent, and you would have obtained a firm position; but by this move, he dictates the retreat of your king's bishop, or by pushing his queen's pawn he would gain a piece.

(*b*) He had two other ways of playing; the one, to take your king's pawn with his knight, on which you play your queen to your king's second square, letting him give a divergent check with his knight, that sacrificing your rook for the knight, you might win the game. The other way would be, to transport his king's knight to his rook's fourth, in which case you ought to propose an exchange of queens at your king's

10.

W. The queen at her king's square.

B. The queen at her king's bishop's 3d. (*c*)

11.

W. King's pawn 1 square.

B. The queen's pawn takes the pawn.

12.

W. The queen takes the pawn and gives check.

B. The queen takes the queen.

13.

W. The king's knight takes the queen. (*d*)

Notes.

king's square. This direction occurred in the first party; but the counterplay to some strokes must be as before, notwithstanding, by the eighth move of the white the position is altered.

(*c*) Had he given check with his knight, you ought to have withdrawn your king to his knight's square, and then he would lose a piece; and had he taken your queen, you ought to have taken with your knight, to facilitate the bringing out your pieces.

(*d*) In the present situation, the white seem to have the best of the game.

Supplements to former Games.

SUPPLEMENT

To the First Gambit in the First Volume:

WITH TWO BACK GAMES;

On the Fifth Move of the Black, and the Sixth of the White.

1.

W. The king's pawn 2 squares.
B. The same.

2.

W. King's bishop's pawn 2 squares.
B. The king's pawn takes the pawn.

3.

W. King's knight at his bishop's 3d.
B. King's knight's pawn 2 squares.

4.

W. King's rook's pawn 2 squares.
B. King's knight's pawn 1 square.

5.

W. King's knight at the adverse king's 4th.
B. King's knight at his bishop's 3d.

W. Queen's

6.

W. Queen's pawn 2 squares. (*a*)

B. Queen's pawn 1 square.

7.

W. King's knight at his queen's 3d.

B. The king's knight takes the king's pawn.

8.

W. The queen's bishop takes the pawn. (*b*)

B. The queen at her king's 2d.

9.

W. The queen at her king's 2d. (*c*)

B. King's bishop at his knight's 2d.

Notes.

(*a*) You might have taken his king's knight's pawn with your knight, but your pieces would have been too much entangled; nevertheless, I shall make it the subject of a back game.

(*b*) At present he has the superiority over you of a pawn: but in abatement of that advantage, it is to be observed, that the pawn which should be foremost, being left behind, will remain useless till it attain your king's bishop's fourth square.

(*c*) Let him have played what piece he would, you certainly should have played as you have done, unless he had exposed some piece to be taken.

W. Queen's

10.

W. Queen's bishop's pawn 1 square.
B. King's rook's pawn 2 squares.

11.

W. King's knight's pawn 1 square.
B. Queen's pawn 1 square.

12.

W. King's bishop at his knight's 2d.
B. King's bishop's pawn 2 squares. (*d*)

13.

W. Queen's knight at his queen's 2d.
B. Queen's bishop at his king's 3d.

14.

W. The king castles with his rook. (*e*)
B. Queen's knight at his bishop's 3d.

Notes.

(*d*) His knight, which he arms with two pawns, you must forbear taking; as it would unite his pawns in the centre, introducing his king's bishop's pawn, now useless, to a post that would ensure him the game.

(*e*) It is better to castle on your right than on your left; because your king will sustain the knight's pawn, in case your adversary takes your queen's bishop.

W. The

15.

W. The king at his rook's 2d.
B. The king castles. (*f*)

Notes.

(*f*) The position of the two parties is nearly even. The white pieces must carry all their disposable force against the adverse king's bishop's pawn, in order to take it: the black, on the other hand, must manœuvre to exchange the king's knight, in order to unite their pawns in the centre. It is apparent from this gambit, that it is not advantageous to push the king's rook's pawn two squares, at the fourth move.

FIRST

FIRST BACK GAME,

On the Fifth Move of the Black.

5.

W. King's knight at the adverse king's 4th.
B. The queen at her king's 2d.

6.

W. Queen's pawn 2 squares. (*a*)
B. Queen's pawn 1 square.

7.

W. The king's knight takes the king's knight's pawn.
B. The queen takes the king's pawn, and gives check.

8.

W. The queen covers the check. (*b*)

Notes.

(*a*) Had you taken the exposed pawn with your knight, he would have pushed his king's bishop's pawn upon your knight, forcing him to retire to your king's bishop's second: he then, taking your king's pawn with that of his bishop, would have secured the advantage of position.

(*b*) In this situation you must exchange queens, as the most eligible step; and afterwards take the gambit pawn. The two games are even. It is easily seen, that this way of playing the gambit is neither of a very interesting nature, nor affords the same after-games or numberless variations that spring from Salvio's gambits.

SECOND

SECOND BACK GAME,

On the Sixth Move of the White.

6.

W. The king's knight takes the knight's pawn. (*a*)

B. The king's knight takes the king's pawn. (*b*)

7.

W. The queen at her king's 2d.

B. The same. (*c*)

Notes.

(*a*) Had you played your king's bishop to your queen's bishop's fourth, attacking his king's bishop's pawn, he would have removed his queen to her king's second square, and rendered your position far from enviable.

(*b*) It would be bad play to take your knight with his.

(*c*) Though he defends his knight with his queen, he might without danger have sustained him, by pushing his queen's pawn two squares: in which case you must have removed your king's knight to his bishop's second.

8.

W. Queen's knight at his bishop's 3d. (*d*)
B. King's knight at the adverse king's knight's 3d.

9.

W. The queen takes the queen.
B. The king's bishop takes the queen.

10.

W. King's rook at its 2d square.
B. Queen's pawn 2 squares (*e*)

11.

W. King's knight at the adverse king's 4th.
B. Queen's bishop's pawn 1 square.

12.

W. Queen's pawn 2 squares.
B. King's knight at his bishop's 4th.

Notes.

(*d*) You play the knight to hinder him from pushing his queen's pawn two squares; but if, contrary to your expectation, he should move the pawn to its full extent, you may take it without danger.

(*e*) Had he played the knight to his king's bishop's fourth, you must have attacked his king's bishop with your queen's knight, to procure his removal; and if he had afterwards taken the rook's pawn and given check, you should have taken his bishop with your rook, to give check with your queen's knight.

W. King's

13.

W. King's knight at his bishop's 3d.

B. King's bishop at his queen's 3d.

14.

W. King's bishop at his queen's 3d. (*f*)

Notes.

(*f*) The game is nearly even: the gambit pawn will in time be taken, as it is separated, and cannot be sustained, but by the pieces.

SUPPLEMENT

To the Third Party in the First Volume; the Black moving first.

WITH ONE BACK GAME,

On the Seventh Move of the White.

1.

B. The king's pawn 2 squares.
W. The same.

2.

B. King's knight at his bishop's 3d.
W. Queen's pawn 1 square.

3.

B. Queen's pawn 2 squares.
W. King's bishop's pawn 2 squares.

4.

B. The queen's pawn takes the king's pawn.
W. The king's bishop's pawn takes the pawn.

5.

B. King's knight at the adverse king's knight's 4th.
W. Queen's pawn 1 square. (*a*)

B. Queen's

Notes.

(*a*) It is better to push this pawn the second square, than to expose the queens, which would bring on a series of very puzzling moves; whereas, on the mode intended

6.

B. Queen's pawn moves to the adverse king's 3d.

W. King's knight at the rook's 3d.

7.

B. Queen's bishop's pawn 2 squares.

W. Queen's pawn 1 square. (*b*)

8.

B. The king's knight takes the pawn.

W. The king's bishop gives check.

9.

B. The queen's bishop covers the check.

W. The bishop takes the bishop.

10.

B. The queen's knight takes the bishop.

W. The king castles. (*c*)

Notes.

intended to be pursued, whether he takes the king's pawn, or retreats with the king's knight, you will find ways to defend yourself.

(*b*) If you had sustained your queen's pawn with that of your queen's bishop, you would have lost the game; but in this situation he cannot take the pawn that is upon the file of your king, without losing in return the one that is at your king's third. There is yet another way of playing, giving check with the king's bishop: it will make the subject of a back game.

(*c*) The pieces of the white seem to be the better placed.

BACK GAME,

On the Seventh Move of the White.

7.

B. Queen's bishop's pawn 2 squares.
W. The king's bishop gives check.

8.

B. Queen's knight at his bishop's 3d. (*a*)
W. Queen's pawn 1 square.

9.

B. Queen's rook's pawn 1 square.
W. King's bishop's pawn at the adverse king's 3d. (*b*)

10.

B. The queen's rook's pawn takes the bishop.
W. The queen takes the knight.

11.

B. The queen takes the pawn.
W. King's knight at his bishop's 4th.

Notes.

(*a*) Had he covered the check with his queen's bishop, you had been enabled to take his king's knigh with your queen.

(*b*) If he take this pawn with his king's bishop's pawn, you take his queen's knight, giving check; and afterwards take his king's knight with your queen.

B. The

12.

B. The queen at the adverse king's 4th. (*c*)
W. The pawn takes the king's bishop's pawn, and gives check.

13.

B. The king takes the pawn.
W. The queen gives check.

14.

B. The king's knight's pawn covers the check.
W. The queen gives check at the adverse queen's 4th.

15.

B. The queen takes the queen.
W. The knight takes the queen.

16.

B. Queen's bishop at his king's bishop's 4th.
W. The king's knight takes the pawn.

17.

B. King's bishop at his knight's 2d.
W. Queen's bishop's pawn 1 square.

Notes.

(*c*) Had he taken the pawn that is at his king's third, and attacked your queen, you must have taken his queen with your knight; and upon the capture of your queen, your knight, by attacking the king and rook, would have ensured the game.

18.

B. King's rook at its king's square.
W. The king castles.

The advantage of position inclines to the white party.

Practical Mates
AND
Ends of Parties.

METHOD
OF GIVING CHECK-MATE WITH A ROOK AND A BISHOP AGAINST A ROOK. (a)

Situation of the White.

The king at the adverse king's 3d.
The rook at its queen's bishop's square.
The bishop at the adverse king's 4th.

Situation of the Black.

The king at his square.
The rook at its queen's 2d.

1.

W. The rook gives check.
B. The rook covers the check.

Notes.

(a) In a former edition, I thought it would suffice to place the black in that position, which was most favourable to a protracted defence: but, as many lovers of the game desire to know the mode of forcing the black into the position here assigned to him, it will be displayed in a subsequent example.

W. The

2.

W. The rook at the adverse queen's bishop's 2d.

B. The rook at the adverse queen's 2d. (*b*)

3.

W. The rook at the adverse queen's knight's 2d. (*c*)

B. The rook at the adverse queen's square.

4.

W. The rook at the adverse king's knight's 2d. (*d*)

B. The rook at the adverse king's bishop's square. (*e*)

W. The

Notes.

(*b*) He takes the situation most calculated to elude you. To give check-mate, you must force your adversary to place his rook, either at your queen's square, or at your queen's third square. In either position, the game will be won, after a few computed moves.

(*c*) He is now obliged to play his rook to your queen's square, or to your queen's third square.

(*d*) You have already forced him to play his rook to one of those squares where he is in a course to lose: but this is not enough; for your rook must not be farther from your king than the number of squares which a knight passes at a move. If you were to play your rook to its queen's bishop's second square, he would

5.

W. The bishop at his king's knight's 3d.
B. The king at his bishop's square. (*f*)

6.

W. The rook at its king's knight's 4th.
B. The king at his square. (*g*)

7.

W. The rook at its queen's bishop's 4th.
B. The rook at the adverse queen's square. (*h*)

8.

W. The bishop at his king's rook's 4th.
B. The king at his bishop's square.

Notes.

would play his rook to your queen's second square; and you must be eternally recommencing: whereas, by passing your rook on your right, he must, to parry the mate, play his rook to your king's bishop's square, which is no better than that of his queen.

(*e*) As he might have played his king to his bishop's square, we will make it the subject of a back-game.

(*f*) He could have played his rook to your king's bishop's third: the subject of another back-game.

(*g*) He brings back his king to form an interval, for his rook to cover the check of your rook.

(*h*) He might have played the king to his bishop's square: the subject of the last back-game.

W. The

9.

W. The bishop at the adverse king's bishop's 3d.

B. The rook gives check.

10.

W. The bishop covers the check.

B. The king at his knight's square.

11.

W. The rook at its king's rook's 4th square, and must win.

FIRST BACK GAME,

On the Fourth Move of the Black.

4.

W. The rook at the adverse king's knight's 2d.

B. The king at his bishop's square.

5.

W. The rook at the adverse king's rook's 2d. (*a*)

B. The rook at the adverse king's knight's square.

6.

W. The rook at the adverse queen's bishop's 2d. (*b*)

B. The king at his knight's square.

Notes.

(*a*) You force him, by this move, to play his rook to your king's knight's square, to parry the mate; which will give you his rook gratuitously.

(*b*) You leave him no other way to ward the mate, than playing his king to his knight's square; for, if he check with his rook, you preserve your attack impending in undiminished force over him, by covering with your bishop.

W. The

7.

W. The rook gives check, at the adverse queen's bishop's square.

B. The king at his rook's 2d.

8.

W. The rook gives check at the adverse king's rook's square, and must win.

SECOND

SECOND BACK GAME,

On the Fifth Move of the Black.

5.

W. The bishop at his king's knight's 3d.
B. The rook at the adverse king's bishop's 3d.

6.

W. The bishop at the adverse queen's 3d.
B. The rook gives check.

7.

W. The bishop covers the check.
B. The rook at the adverse king's bishop's 3d. (*a*)

8.

W. The rook gives check at the adverse king's 2d.
B. The king at his bishop's square. (*b*)

9.

W. The rook at the adverse queen's bishop's 2d.
B. The king at his knight's square.

Notes.

(*a*) If he had moved his king to his bishop's square, you would have played your rook to his king's rook's second, in order to give mate the next move.

(*b*) If he had moved his king to his queen's square, you must have played your rook to his queen's knight's second, in order to give mate the next move.

W. The

10.

W. The rook gives check at the adverse king's knight's 2d.

B. The king at his bishop's square. (*c*)

11.

W. The rook at its king's knight's 4th.

B. The king at his square. (*d*)

12.

W. The bishop at his king's bishop's 4th, and must win the game.

Notes.

(*c*) If he had played his king to his rook's square, you would have won his rook, giving check by discovery.

(*d*) If he had played his rook to your king's third, to prevent the check of your bishop; you must have played your rook to your king's rook's fourth, in order to give mate the next move.

THIRD BACK GAME,

On the Seventh Move of the Black.

7.

W. The rook at its queen's bishop's 4th.
B. The king at his bishop's square.

8.

W. The bishop at the adverse king's 4th.
B. The king at his knight's square.

9.

W. The rook at its king's rook's 4th, and must win the game.

METHOD

OF FORCING THE BLACK TO TAKE THE POSITION ABOVE ASSIGNED, IN ORDER TO GIVE MATE WITH A ROOK AND BISHOP AGAINST A ROOK.

Situation of the White.

The king at his 4th square.
The bishop at his king's 3d square.
The rook at its queen's rook's 2d.

Situation of the Black.

The king at his 3d square.
The rook at its queen's 2d square.

1.

W. The rook at its queen's knight's 2d. (*a*)
B. The rook at its queen's square.

2.

W. The bishop at his king's bishop's 4th. (*b*)
B. The rook at its king's square.

Notes.

(*a*) If you had checked with your rook, he would have covered with his; but he is now obliged to retract his rook, which enables you to employ your bishop.

(*b*) This prevents his rook from covering the check from yours, so that you may force his king to retrograde.

W. The

3.

W. The rook gives check.

B. The king at his bishop's 2d.

4.

W. The king at the adverse king's bishop's 4th.

B. The rook at the adverse king's 2d.

5.

W. The rook at its queen's knight's square. (*c*)

B. The rook at the adverse king's bishop's 2d.

6.

W. The rook gives check.

B. The king at his bishop's square. (*d*)

Notes.

(*c*) This move is material, in order to employ your bishop as above directed; that is, to debar his rook from covering the check, which you will give with yours.

(*d*) If he had moved the king to his square, you must then have advanced your king to the face of his king, and left your bishop exposed. The whole difficulty consists in placing your bishop at the adverse king's fourth. Your adversary's manœuvre to prevent it, will be, leaving his king inactive, and playing his rook, alternately, from the second to the first square of your king's bishop.

7.

W. The king at his 4th square.

B. The king at his square. (*e*)

8.

W. The bishop at the adverse king's 4th.

B. The rook at its king's bishop's 2d.

9.

W. The rook gives check.

B. The king at his 2d square.

10.

W. The king at the adverse queen's 4th.

B. The rook at the adverse king's bishop's square.

11.

W. The rook gives check, at the adverse queen's knight's 2d.

B. The king at his square.

12.

W. The king at the adverse king's 3d, and finds himself in the position above assigned.

Notes.

(*e*) Had he given you check with his rook, you must have played your king to the adverse queen's fourth, which would have given your bishop the necessary liberty. The adversary could have likewise played his king to his knight's square, which will be made the subject of a back game.

BACK GAME,

On the Seventh Move of the Black.

7.

W. The king at his 4th square.
B. The king at his knight's square.

8.

W. The bishop at the adverse king's 4th.
B. The rook at its king's bishop's 2d.

9.

W. The rook at its queen's knight's square.
B. The rook at the adverse bing's bishop's 2d.

10.

W. The king at the adverse queen's 4th.
B. The king at his bishop's 2d.

11.

W. The rook gives check.
B. The king at his knight's 3d.

12.

W. The rook gives check at the adverse king's knight's 2d.
B. The king at his rook's 3d.

13.

W. The king at the adverse king's 3d.
B. The rook at the adverse king's 2d.

It may be seen by this back-game, that when the pieces do not stand exactly in the situation before assigned, there may be various ways to force the mate: but a circumstance that cannot be dispensed with, is, that the bishop must stand on a diagonal that runs close to his king, to cover him in case of a check.

METHOD

OF GIVING CHECK-MATE WITH A KNIGHT AND A BISHOP.

Situation of the White.

The king at his 4th square.
The queen's knight at his square.
The king's bishop at his square.

Situation of the Black.

The king at his bishop's 3d.

1.

W. The bishop at his queen's bishop's 4th. (*a*)
B. The king at his knight's 3d.

2.

W. The king at his bishop's 4th.
B. The king at his bishop's 3d.

Notes.

(*a*) The mate must be given in the corner which is of the colour on which the bishop moves; and when the adverse king retires to the corner, differently coloured, the stroke is effected, by a gradual process of eighteen or twenty moves.

W. The

3.

W. The knight at his queen's bishop's 3d.
B. The king at his knight's 3d.

4.

W. The knight at his king's 4th. (*b*)
B. The king at his rook's 3d.

5.

W. The king at the adverse king's bishop's 4th.
B. The king at his rook's 2d. (*c*)

6.

W. The king at the adverse king's bishop's 3d.
B. The king at his rook's square. (*d*)

7.

W. The knight at the adverse queen's 3d.
B. The king at his rook's 2d.

Notes.

(*b*) The office of the knight is, to exclude the adverse king from the squares which are out of the bishop's field.

(*c*) If he had played his king to his rook's fourth, you must have given check with the bishop at your king's second; and should he then pass his king to that quarter of the board which has a corner square of your bishop's colour, you will mate him in a few moves.

(*d*) If he had moved to his rook's third, you must have played your bishop to your king's second, to oblige his king to seek shelter in the black angle, whence your knight will soon dislodge him.

W. The

8.

W. The knight at the adverse king's bishop's 2d. (*e*)

B. The king at his knight's square. (*f*)

9.

W. The bishop at his queen's 3d.

B. The king at his bishop's square.

10.

W. The bishop at the adverse king's rook's 2d.

B. The king at his square.

11.

W. The knight at the adverse king's 4th.

B. The king at his bishop's square. (*g*)

12.

W. The knight gives check at the adverse queen's 2d.

B. The king at his square.

Notes.

(*e*) From this position, the mate is forced in about eighteen or twenty moves.

(*f*) The knight prevents his king from returning to the corner. Your object is, to exclude him with the knight from the black squares, and with the bishop from the white ones.

(*g*) He might have played his king to his queen's square; which is traced to its consequences in a back game.

W. The

13.

W. The king at the adverse king's 3d.

B. The king at his queen's square.

14.

W. The king at the adverse queen's 3d.

B. The king at his square.

15.

W. The bishop gives check.

B. The king at his queen's square.

16.

W. The bishop at the adverse king's bishop's 2d.

B. The king at his queen's bishop's square.

17.

W. The knight at the adverse queen's bishop's 4th.

B. The king at his queen's square.

18.

W. The knight gives check at the adverse queen's knight's 2d.

B. The king at his queen's bishop square.

19.

W. The king at the adverse queen's bishop's 3d.

B. The king at his queen's knight's square.

W. The

20.

W. The king at the adverse queen's knight's 3d.

B. The king at his queen's bishop's square.

21.

W. The bishop gives check.

B. The king at his queen's knight's square.

22.

W. The bishop at the adverse queen's 2d.

B. The king at his queen's rook's square.

23.

W. The knight at the adverse queen's bishop's 4th.

B. The king at his queen's knight's square.

24.

W. The knight gives check at the adverse queen's rook's 3d.

B. The king at his queen's rook's square.

25.

W. The bishop gives check-mate.

BACK GAME,

On the Eleventh Move of the Black.

11.

W. The knight at the adverse king's 4th.
B. The king at his queen's square.

12.

W. The king at the adverse king's 3d.
B. The king at his queen's bishop's 2d.

13.

W. The knight at the adverse queen's 2d. (*a*)
B. The king at his queen's bishop's 3d.

14.

W. The bishop at his queen's 3d. (*b*)
B. The king at his queen's bishop's 2d.

15.

W. The bishop at his king's 4th.
B. The king at his queen's square.

16.

W. The king at the adverse queen's 3d.
B. The king at his square.

Notes.

(*a*) It is to be observed, that the knight does not change the direction of his moves, whether the black player adopt the course of the game or the back game.

(*b*) If you had given check with your bishop, he would have passed his king into the other corner; and your attack would have been eluded.

W. The

17.

W. The bishop gives check.

B. The king at his queen's square.

18.

W. The bishop at the adverse king's bishop's 2d.

B. The king at his queen's bishop's square.

19.

W. The knight at the adverse queen's bishop's 4th. (*c*)

Notes.

(*c*) It is needless to proceed. The position induced by the back game, is that of the seventeenth move of the game.

A PARTY,

WON WITH A ROOK AND A PAWN AGAINST A BISHOP.

Situation of the White.

The king at his 4th square.
The queen's pawn at the queen's 4th.
The rook at its queen's square.

Situation of the Black.

The king at his 3d square.
The king's bishop at his queen's bishop's 2d.

1.

W. The rook at its queen's rook's square. (*a*)
B. The bishop at his queen's knight's square.

2.

W. The rook gives check.
B. The bishop covers the check. (*b*)

Notes.

(*a*) If you had pushed your pawn, to give check, you would have furnished the adversary with the means of making a drawn game, as will be seen afterwards.

(*b*) If he had withdrawn his king, you must have protruded yours to the van of your pawn. This party is to be won, only by advancing your king, and confining that of your adversary to the last rank, previously to pushing the pawn.

W. The

3.

W. The rook at the adverse queen's knight's 3d. (*c*)

B. The king at his queen's 2d.

4.

W. The king at the adverse queen's 4th.

B. The bishop at the adverse king's knight's 3d.

5.

W. The rook gives check at the adverse queen's rook's 2d.

B. The bishop covers the check.

6.

W. The rook at the adverse queen's rook's 2d.

B. The king at his queen's bishop's square.

7.

W. The king at the adverse queen's bishop's 3d. (*d*)

Notes.

(*c*) This move imposes on him a necessity of retracting his king, and resigning the field to yours.

(*d*) In this position the game is won, either by pushing the pawn to queen, or forcing the adverse bishop.

A DRAWN GAME,

WITH A ROOK AND A PAWN AGAINST A BISHOP.

Situation of the White.

The king at his 4th square.
The queen's pawn at the queen's 4th.
The rook at its queen's square.

Situation of the Black.

The king at his 3d square.
The king's bishop at his queen's bishop's 2d.

1.

W. The pawn gives check. (*a*)
B. The king at his queen's 2d.

2.

W. The king at his queen's 4th.
B. The bishop at the adverse king's knight's 3d.

Notes.

(*a*) The result from this movement must be a drawn game, because your king cannot recover the opportunity of advancing before your pawn, supposing your adversary to play with critical precision.

3.

W. The rook at its queen's rook's square.

B. The bishop at the adverse king's bishop's 4th. (*b*)

4.

W. The rook gives check.

B. The king at his queen's 3d. (*c*)

5.

W. The king at his 4th square.

B. The bishop at the adverse king's knight's 3d. (*d*)

Notes.

(*b*) It is material for him to keep his bishop at a distance from your king, to enable him to give check, should you play the king to one of the black squares next to your pawn.

(*c*) If he had covered the check, you would have won the game, by pushing your king forwards to the black square facing his bishop.

(*d*) If he had played his bishop to your king's rook's second, you would have won the game, by playing your rook to his king's knight's second. It is to be observed, that, in the defence of this party, the bishop, while he is so distant as to secure himself from capture, must be ready to step into a diagonal that bears on the adverse king.

W. The

6.

W. The rook at the adverse king's knight's 2d.

B. The bishop at the adverse king's square, in readiness to check.

7.

W. The rook gives check.

B. The king at his queen's 2d.

8.

W. The pawn 1 square. (*e*)

B. The king at his queen's bishop's 3d. (*f*)

9.

W. The king at the adverse king's 4th.

B. The bishop at the adverse queen's knight's 4th. (*g*)

10.

W. The pawn 1 square, discovering check from the rook.

B. The king takes the pawn.

Notes.

(*e*) Had you advanced the king, he would have obliged you to retrograde, by a check from his bishop.

(*f*) Any other movement would have occasioned him the loss of the game.

(*g*) In this position your pawn is forced; as your king cannot proceed, without intercepting the communication between the pawn and the rook.

11.

W. The king at the adverse queen's 4th.
B. The king at his queen's bishop's 2d. (*h*)

Notes.

(*h*) When a player has a bishop against a rook, he must as soon as possible station his king on a corner square of the chess-board, of a different colour from the field of the bishop. It is the only place where he can insure a drawn game.

METHOD

OF GIVING CHECK-MATE WITH A SINGLE ROOK.

Situation of the White.

The king at his 4th square.
The rook at its king's rook's square.

Situation of the Black.

The king at his 3d square.

1.

W. The rook gives check.
B. The king at his 2d square.

2.

W. The king at the adverse king's 4th square.
B. The king at his queen's 2d square. (*a*)

Notes.

(*a*) His king must be opposite to yours, previously to each time of your giving check with your rook; because his king is then forced, by the check, to retrograde.

3.

W. The rook at the adverse king's knight's 3d. (*b*)

B. The king at his queen's bishop's 2d.

4.

W. The king at the adverse queen's 4th.

B. The king at his queen's knight's 2d.

5.

W. The king at the adverse queen's bishop's 4th.

B. The king at his queen's rook's 2d.

6.

W. The king at the adverse queen's knight's 4th.

B. The king at his queen's knight's 2d. (*c*)

7.

W. The rook gives check, at the adverse king's knight's 2d.

B. The king at his queen's bishop's square.

Notes.

(*b*) If you had played your king opposite to his, he would have restored his king to its previous place; whereas, should he on this move play his king to the face of yours, you may force him back by the check of your rook.

(*c*) In the present case he is obliged to place his king opposite to yours, or absolutely to abandon the rank.

W. The

8.

W. The king at the adverse queen's bishop's 3d.

B. The king at his queen's square.

9.

W. The rook at the adverse queen's rook's 2d.

B. The king at his square.

10.

W. The king at the adverse queen's 3d.

B. The king at his bishop's square.

11.

W. The king at the adverse king's 3d.

B. The king at his knight's square.

12.

W. The king at the adverse king's bishop's 3d.

B. The king at his rook's square.

13.

W. The king at the adverse king's knight's 3d.

B. The king at his knight's square.

14.

W. The rook gives check-mate.

There is another mode of giving check-mate with a rook, which may be practised with great facility, and which will, in general, be found more summary than that

which has been exhibited. A description of it, sufficiently intelligible, may be conveyed to the player, without a notation of the moves. The principle of it, is, to confine the adverse king in a square, two sides of which are formed by the extremities of the board, and two sides by two impassable lines, running from the station of the rook. This station must, at the commencement, prescribe all possible limitation; and the square you continually abridge, by the progression of the rook, supported by the king. When the adverse king is reduced to an area of four squares, it will be proper to suspend the action of the rook, leaving him in the great diagonal, on the third square from the corner. The interim will be employed in seating your own king on the third square of the rank or the file. This completes the preparation for check-mate.

CONCLUSION

CONCLUSION OF A PARTY,

WON BY THE QUEEN AGAINST A ROOK AND A PAWN.

Situation of the White.

The king at his bishop's 4th.
The queen at her 3d square.

Situation of the Black.

The king at his 2d square.
The rook at its king's 4th.
The queen's pawn at the queen's 3d. (*a*)

1.

W. The queen gives check at the adverse king's rook's 2d. (*b*)
B. The king at his 3d square.

Notes.

(*a*) This party is a drawn game, when the pawn has not been moved from its place; but, in the event of its having been advanced, the queen must win.

(*b*) His defence depends entirely upon not letting your king pass, and in meditation of the intended obstruction, playing his rook alternately from the queen's bishop's fourth to the king's fourth, being always supported by his pawn.

W. The

2.

W. The queen gives check, at the adverse king's knight's square. (*c*)

B. The king at his 2d square.

3.

W. The queen at the adverse queen's bishop's square.

B. The rook at its queen's bishop's 4th.

4.

W. The queen gives check, at the adverse queen's knight's 2d.

B. The king at his 3d square.

5.

W. The queen at the adverse king's knight's 2d.

B. The rook at its king's 4th.

6.

W. The queen at the adverse queen's bishop's 2d. (*d*)

B. The rook at its queen's bishop's 4th.

Notes.

(*c*) This move is superfluous and unavailing; and I adopt it, only to shew, by what trivial means turns may be gained or lost.

(*d*) This move lays a certain foundation for a decision in your favour; you must, therefore, at the second move of the queen, take this position.

W. The

7.

W. The queen at the adverse queen's square.

B. The rook at its king's 4th.

8.

W. The queen gives check at the adverse king's square. (*e*)

B. The king at his queen's 4th.

9.

W. The queen at the adverse queen's bishop's square. (*f*)

B. The rook gives check. (*g*)

10.

W. The king at the adverse king's bishop's 4th.

B. The rook gives check.

Notes.

(*e*) This check forces his king to occupy the same file with his pawn; this will be a great facility to your own king, in passing.

(*f*) You place him under the dilemma of removing his rook from his king, or giving a free passage to yours.

(*g*) If he had played his king to your queen's fourth, you must have played your queen to his queen's bishop's third. He might also have played his rook to his king's rook's fourth, to hinder the passage of your king; the movements which you should then adopt, are exhibited in the first back game.

W. The

11.

W. The king at the adverse king's bishop's 3d.

B. The rook at the adverse king's 4th. (*h*)

12.

W. The queen gives check at the adverse king's bishop's 4th.

B. The rook covers the check.

13.

W. The queen gives check at her 3d square.

B. The king at his queen's bishop's 4th.

14.

W. The queen at her 2d square. (*i*)

B. The king at his queen's bishop's 3d.

15.

W. The queen at her 4th square.

B. The king at his queen's 2d. (*k*)

Notes.

(*h*) If here, too, he had played his king to your queen's fourth, you must have played your queen to his queen's bishop's third.

(*i*) At the instant your king gets in the rear of his pawn, the advantage of the game will turn on your side: to attain this, you must force him to play his king.

(*k*) He could have played his king to his queen's bishop's second square. This course is pursued in the second back game.

W. The

16.

W. The queen at her bishop's 4th.

B. The rook at its queen's bishop's 4th. (*l*)

17.

W. The queen gives check at the adverse king's bishop's 2d.

B. The king at his queen's bishop's 3d.

18.

W. The king at the adverse king's 2d.

B. The rook gives check.

19.

W. The king at the adverse queen's square.

B. The rook at its queen's bishop's 4th.

20.

W. The queen gives check, at the adverse queen's 2d.

B. The king at his queen's 4th.

21.

W. The king at the adverse king's 2d.

B. The rook at its queen's bishop's 3d.

Notes.

(*l*) If he had detached a rook from his king, the object of your play must have been to force his rook, by a divergent check.

W. The

SECOND BACK GAME,

On the Fifteenth Move of the Black.

15.

W. The queen at her 4th square.
B. The king at his queen's bishop's 2d.

16.

W. The queen at her rook's 4th.
B. The rook at its queen's bishop's 4th.

17.

W. The queen gives check at the adverse queen's rook's 2d.
B. The king at his queen's bishop's 3d.

18.

W. The king at the adverse king's 2d square, and must win. (*a*)

Notes.

(*a*) The ability of the king to manœuvre behind the pawn, commands the event of the game.

CHECK-MATE,

BY THE QUEEN AGAINST A ROOK,

Being a Continuation of the Party in Page 158.

24.

W. The queen gives check at her king's 4th.
B. The king at the adverse queen's knight's 3d.

25.

W. The king takes the pawn.
B. The rook at the adverse queen's bishop's 2d.

26.

W. The king at the adverse queen's 4th. (*a*)
B. The king at the adverse queen's knight's 2d.

27.

W. The king at his queen's 4th.
B. The king at the adverse queen's rook's square. (*b*)

28.

W. The king at his queen's 3d square.
B. The rook at the adverse queen's knight's 2d.

Notes.

(*a*) It is unavailing to give check with your queen, before your king has approached the adverse king.

(*b*) He offers you his rook for nothing; but, if you take it, he will be stale-mate.

29.

W. The queen gives check at her rook's 4th.

B. The king at the adverse queen's knight's square.

30.

W. The queen at her rook's 3d.

B. The rook gives check at the adverse queen's 2d. (*c*)

31.

W. The king at his queen's bishop's 3d.

B. The rook gives check at the adverse queen's bishop's 2d.

32.

W. The king at his queen's 3d. (*d*)

B. The rook gives check at the adverse queen's 2d.

Notes.

(*c*) Your last move was by no means tactical. The queen should have remained on the fourth square from the corner. The move was made merely to shew the game which might then be played by your adversary. If you were to take his rook, he would be stale-mate. This cannot be too much attended to at the end of this party.

(*d*) Had you played your king to your queen's knight's third, he would have made a drawn game, by giving you check at your queen's bishop's third.

W. The

33.

W. The king at his 3d square.

B. The rook at the adverse queen's knight's 2d.

34.

W. The queen at her rook's 4th. (*e*)

B. The rook at the adverse queen's bishop's 2d.

35.

W. The king at his queen's 3d.

B. The rook at the adverse queen's knight's 2d.

36.

W. The king at his queen's bishop's 3d. (*f*)

B. The rook at the adverse king's rook's 2d.

37.

W. The queen gives check at the adverse queen's knight's 4th.

B. The king at the adverse queen's rook's square.

Notes.

(*e*) Your king may now invest the adversary, by a near approach, without any danger of making him stale-mate.

(*f*) He is obliged to remove his rook from his king, which gives you an opportunity of taking his rook by a divergent check, or making him mate.

38.

W. The queen gives check at the adverse queen's rook's 3d.

B. The king at the knight's square. (*g*)

39.

W. The queen gives check at the adverse queen's knight's 3d.

B. The king at the adverse queen's rook's 2d.

40.

W. The queen gives check at the adverse queen's rook's 2d.

B. The king at the knight's square.

41.

W. The queen gives check at her king's knight's square, and must win. (*h*)

Notes.

(*g*) If he had covered the check, you would have given mate at your queen's bishop's square.

(*h*) This party can be won only by forcing the adversary to detach his rook, in order to ensure its fall, by a divergent check.

A DRAWN GAME,

WITH THE QUEEN AGAINST A ROOK AND A PAWN.

Situation of the White.

The king at the adverse queen's 4th.
The queen at her knight's 3d.

Situation of the Black.

The king at his queen's square.
The queen's pawn at its square.
The rook at its king's 3d.

1.

W. The queen gives check at the adverse queen's knight's square.
B. The king at his 2d square.

2.

W. The queen at the adverse king's knight's square.
B. The rook at its queen's bishop's 3d.

3.

W. The king at the adverse king's 4th.
B. The rook at its king's 3d, giving check.

4.

W. The king at the adverse queen's 4th square. (*a*)

Notes.

(*a*) In this position it is a drawn game; because neither the queen, nor the king, can come upon the rear of the black pawn, as in the former party.

A DRAWN GAME,

WITH A ROOK AND A PAWN AGAINST A ROOK;

Or LOST GAME,

IF THE PLAYER HAVING ONLY A ROOK PLAY ILL.

Situation of the White.

The king at the adverse king's bishop's 4th.
The pawn at its king's 4th.
The rook at the adverse king's rook's 2d.

Situation of the Black.

The king at his square.
The rook at its queen's rook's 3d.

1.

W. The pawn 1 square.
B. The rook at its queen's knight's 3d. (*a*)

Notes.

(*a*) By commanding the third rank with his rook, he hinders your king from advancing; if he were to desert that rank before you had pushed your pawn, he would lose the party, as will be seen by a back game.

2.

W. The rook at the adverse queen's rook's 2d.
B. The rook at its queen's bishop's 3d. (*b*)

3.

W. The pawn 1 square.
B. The rook at the adverse queen's bishop's square. (*c*)

4.

W. The king at the adverse king's bishop's 3d.
B. The rook gives check at the adverse king's bishop's square. (*d*)

Notes.

(*b*) He ought not to move his rook from this line, until at the instant of your pushing the pawn.

(*c*) If he had given check, he would have lost the game.

(*d*) And he must give your perpetual check, unless you will be induced to detach your king from your pawn: and if, in adopting that course, you enfilade obliquely from his successive checks, toward his rook, he will transport his rook, at the moment of its being reached by your king, so as to ensure the fall of your pawn.—If your king retires upon your own rook, he will change rooks.

VARIANT GAME,

ON THE FIRST MOVE OF THE BLACK, WHEN A ROOK AND A PAWN WIN AGAINST A ROOK.

1.

W. The pawn 1 square.

B. The rook at the adverse queen's rook's square.

2.

W. The king at the adverse king's bishop's 3d. (*a*)

B. The rook gives check at the adverse king's bishop's square. (*b*)

3.

W. The king at the adverse king's 3d.

B. The king at his bishop's square. (*c*)

Notes.

(*a*) If you had placed your king opposite his, he could have regained the opportunity of making a drawn game, by giving check with his rook.

(*b*) Had he given check at his queen's rook's third, you must have covered check with your pawn: and had he removed his king to his queen's square, you must have given check with your rook, afterwards playing your king to the adverse king's second square.

(*c*) Had he left his king unmoved, you must have given check, and changed rook for rook.

W. The

4.

W. The rook gives check.
B. The king at his knight's 2d.

5.

W. The rook at the adverse king's square. (*d*)
B. The rook at the adverse king's square.

6.

W. The king at the adverse queen's 2d.
B. The king at his bishop's 2d. (*e*)

7.

W. The pawn 1 square, giving check.
B. The king at his knight's 2d. (*f*)

8.

W. The king at the adverse king's 2d. (*g*)
B. The rook at the adverse king's 2d.

9.

W. The rook at the adverse queen's square.
B. The rook at the adverse king's square.

Notes.

(*d*) This is the only move which can ensure victory: every other leads but to a drawn game.

(*e*) had he given check, you must have played your king to the adverse king's second.

(*f*) Had he played his king to his bishop's third, you must have given check with your rook, and at the next move pushed your pawn.

(*g*) Had you pushed your pawn, it would have been a drawn game.

W. The

10.

W. The rook at its queen's 2d.
B. The rook at the adverse king's 3d.

11.

W. The rook gives check at its king's knight's 2d.
B. The king at his rook's 2d.

12.

W. The king at the adverse king's bishop's 2d.
B. The rook gives check.

13.

W. The king at the adverse king's square.
B. The rook at the adverse king's 3d.

14.

W. The pawn 1 square.
B. The rook at the adverse queen's 3d. (*h*)

15.

W. The rook at its queen's bishop's 2d.
B. The queen at her knight's 2d.

Notes.

(*h*) He plays thus, in order to hinder your king from moving out on the queen's side of the board, and to bring him, by a check, again under your pawn, in case he move out on the king's side.

W. The

16.

W. The rook at the adverse queen's bishop's 2d. (*i*)

B. The rook at the adverse queen's 2d.

17.

W. The rook at the adverse queen's 2d.

B. The rook at the adverse queen's knight's 2d.

18.

W. The rook at its queen's square.

B. The rook gives check.

19.

W. The rook at the adverse queen 2d.

B. The rook gives check.

20.

W. The king at the adverse king's 3d.

B. The rook gives check.

21.

W. The rook covers the check.

B. The rook at its queen's knight's square.

22.

W. The rook at the adverse queen's square, and will win.

Notes.

(*i*) As in England, the stale-mate is the loss of the game, you might, at his move, play your rook to your queen's second.

A DRAWN GAME,

WITH A QUEEN, AND A PAWN, AGAINST A QUEEN.

Situation of the White.

The king at the adverse king's knight's 2d.
The pawn at the adverse king's bishop's 3d.
The queen at her 3d square.

Situation of the Black.

The king at the adverse queen's knight's 4th.
The queen at her bishop's 4th.

1.

W. The pawn 1 square. (*a*)
B. The queen gives check at her king's knight's 4th.

2.

W. The queen covers the check.
B. The queen gives check at her king's 4th.

Notes.

(*a*) In this position, the white should seek an opportunity of changing queen for queen: the black should keep the king at a distance from the adverse king, in order to prevent that exchange, and to be the better enabled to give perpetual check.

W. The

3.

W. The king at the adverse king's knight's square. (*b*)

B. The queen at her 4th square.

4.

W. The king at the adverse king's rook's 2d.

B. The queen gives check at the adverse king's rook's square.

5.

W. The queen covers the check.

B. The queen gives check at the adverse king's 4th.

6.

W. The king at the adverse king's knight's square.

B. The queen gives check at the adverse king's knight's 4th.

7.

W. The queen covers the check.

B. The queen at her king's 3d. (*c*)

Notes.

(*b*) He cannot, in this position, give check, without losing the game; but he may hinder your pawn from making a queen.

(*c*) It is plain, that, when the checking intermits, such a position may be taken as to prevent the pawn from making a queen.

A GAME WON

BY A QUEEN, AGAINST A PAWN NEAR MAKING A QUEEN.

Situation of the White.

The king at the adverse queen's knight's 2d.
The queen at the adverse queen's bishop's square.

Situation of the Black.

The king at the adverse king's bishop's 2d.
The pawn at the adverse king's 2d.

1.

W. The queen gives check at the adverse king's bishop's 4th. (*a*)
B. The king at the adverse king's knight's 2d.

2.

W. The queen gives check at her king's knight's 4th.
B. The king at the adverse king's bishop's 2d.

Notes.

(*a*) To win this game, the queen must be brought, as near as possible, to the adverse king.

W. The

8.

W. The queen gives check at her bishop's 4th.
B. The king at the adverse queen's 2d.

9.

W. The queen gives check at her 4th square.
B. The king at the adverse queen's bishop's 2d.

10.

W. The queen at her king's 3d. (*d*)
B. The king at the adverse queen's square.

11.

W. The queen gives check at her 3d square.
B. The king at the adverse king's square.

12.

W. The king at the adverse queen's 4th. (*e*)

Notes.

(*d*) It is uniformly the same move which forces him to play his king under his pawn.

(*e*) You will proceed with a reiteration of the same moves, till your king is seated close to his pawn, and then the game is won.

A DRAWN GAME,

WITH A QUEEN AGAINST A PAWN NEAR MAKING A QUEEN.

Situation of the White.

The king at his queen's bishop's 4th.
The queen at her king's 2d.

Situation of the Black.

The king at the adverse king's knight's square.
The pawn at the adverse king's bishop's 2d.

1.

W. The queen gives check at her king's knight's 4th.
B. The king at the adverse king's rook's 2d.

2.

W. The queen at her king's bishop's 3d.
B. The king at the adverse king's knight's square.

W. The

3.

W. The queen gives check at her king's knight's 3d.

B. The king at the adverse king's rook's square. (*a*)

Notes.

(*a*) In the former party, you forced his king to come under his pawn: but he may now, without risk, leave it exposed to be taken; for you would make a stale-mate by taking it: this ought then to be a drawn game.

ANOTHER DRAWN GAME,

WITH A QUEEN AGAINST A PAWN NEAR MAKING A QUEEN.

Situation of the White.

The king at his queen's bishop's 4th.
The queen at her 4th square.

Situation of the Black.

The king at the adverse king's knight's 2d.
The pawn at the adverse king's rook's 2d.

1.

W. The queen gives check at her king's knight's 4th.
B. The king at the adverse king's bishop's 2d.

2.

W. The queen at her king's rook's 3d.
B. The king at the adverse king's knight's square.

W. The

3.

W. The queen gives check at her king's knight's 3d.

B. The king at the rook's square. (*a*)

Notes.

(*a*) Being continually forced to remove your queen from that file, to make room for his king, you could never bring up your king in time: so it must be a drawn game.

It is to be observed, that the pawns of the two bishops, and of the two rooks, at one square from promotion, make a drawn game against a queen; and the pawns of the king, and the queen, and of the two knights, lose in such a position.

A DRAWN GAME,

WITH A SINGLE PAWN;

Or A GAME WON,

IF HE WHO DIRECTS THE UNACCOMPANIED KING SHOULD NOT PLAY WELL.

Situation of the White.

The king at his bishop's 4th.
The pawn at the adverse king's bishop's 4th.

Situation of the Black.

The king at his bishop's 3d.

1.

W. The king at his 4th square.
B. The king at his bishop's 2d. (*a*)

2.

W. The king at the adverse king's 4th.
B. The king at his 2d square.

Notes.

(*a*) It is necessary to bring his king alternately to the face of the adverse pawn, and alternately to the face of the adverse king, in order to oppose the promotion of the pawn.

W. The

3.

W. The pawn 1 square giving check.
B. The king at his bishop's 2d.

4.

W. The king at the adverse king's bishop's 4th.
B. The king at his bishop's square. (*b*)

5.

W. The king at the adverse king's 3d.
B. The king at his square. (*c*)

6.

W. The king at the adverse king's bishop's 4th.
B. The king at his bishop's 2d. (*d*)

Notes.

(*b*) If he had removed his king to his square, or to the knight's square, he would have lost the game. The subject of a back game.

(*c*) Were you in the present position to push your pawn, you could not sustain it without making a stale-mate.

(*d*) His defence depends upon opposing his king to yours; if, on the other hand, the possession of the move enabled you to oppose your king to his, you would win the game.

7.

W. The king at the adverse king's knight's 4th.

B. The king at his bishop's square. (*e*)

8.

W. The king at the adverse king's knight's 3d.

B. The king at his knight's square.

9.

W. The pawn 1 square giving check.

B. The king at his bishop's square.

10.

W. The king is forced to desert the pawn.

Notes.

(*e*) He places his king in that alternate opposition to your pieces, which infallibly brings on a drawn game.

BACK GAME,

On the Fourth Move of the Black.

4.

W. The king at the adverse king's bishop's 4th.

B. The king at his square, or at the knight's square.

5.

W. The king at the adverse king's 3d.

B. The king at his bishop's square.

6.

W. The pawn 1 square.

B. The king at his knight's 2d.

7.

W. The king at the adverse king's 2d, and will win.

It may be seen by these examples, that the unaccompanied king, to make a good defence, must, at the last stage of his retreat, refuse to move from before the adversary's pawn.

A DRAWN GAME,

BY A KNIGHT DISTANT FROM HIS KING, AGAINST A PAWN ADVANCING TO PROMOTION.

Situation of the White.

The king at his rook's 2d.
The knight at his queen's rook's 2d.

Situation of the Black.

The king at the adverse queen's knight's 3d.
The pawn at the adverse queen's rook's 3d.

1.

W. The knight gives check at his queen's bishop's square.
B. The king at the adverse queen's knight's 2d.

2.

W. The knight gives check at his queen's 3d.
B. The king at the adverse queen's bishop's 2d.

3.

W. The knight at his queen's knight's 4th.
B. The king at the adverse queen's knight's 3d.

W. The

4.

W. The knight at his queen's 3d. (*a*)

Notes.

(*a*) He cannot push his pawn, without receiving a divergent check from your knight; therefore it is a drawn game. It is important to observe, that in positions, when the knight can neither check, nor hinder the pawn from advancing, a divergent check will be in his power, if the pawn be advanced.

A DRAWN GAME,

WITH TWO PAWNS AGAINST ONE;

Or A PARTY WON,

IF THE PLAYER WITH THE SINGLE PAWN MISMOVE.

Situation of the White.

The king at his 4th square.
The king's bishop's pawn at its bishop's 4th.
The king's knight's pawn at its knight's 5th.

Situation of the Black.

The king at his 3d square.
The king's knight's pawn at its knight's 3d. (*a*)

1.

W. The king at his queen's 4th.
B. The king at his queen's 3d. (*b*)

W. The

Notes.

(*a*) Before we proceed, let us review the board at the stage at which we find the game. If the black pieces were to play first, the white would win; but the white party having to commence, it will be a drawn game.

(*b*) Had he played his king to his king's bishop's fourth

2.

W. The king at his queen's 3d.
B. The king at his queen's 2d. (*c*)

3.

W. The king at his 3d square.
B. The king at his 2d square. (*d*)

4.

W. The king at his queen's 4th.
B. The king at his queen's 3d.

5.

W. The king at his 4th square.
B. The king at his 3d square. (*e*)

Notes.

fourth square, you would have regained the move; which would have been the earnest of victory. The subject of a back game.

(*c*) Had he played his king to his queen's fourth, he would have lost the game. The subject of the second back game.

(*d*) By refusing to advance from his eligible station, he is enabled to oppose your king, whether you chuse to place him at his own fourth, or at your queen's fourth.

(*e*) This is the identical position at which we commenced. Supposing the future moves of the adversary to be correctly made, no variation in your course can prevent it from being a drawn game.

FIRST BACK GAME,

On the First Move of the Black.

1.

W. The king at his queen's 4th.
B. The king at his bishop's 4th.

2.

W. The king at his 3d square.
B. The king at his 3d square. (*a*)

3.

W. The king at his 4th square.
B. The king at his queen's 3d. (*b*)

4.

W. The bishop's pawn 1 square.
B. The pawn takes the pawn. (*c*)

5.

W. The king takes the pawn.
B. The king at his 2d square.

Notes.

(*a*) Had he removed his king to your king's knight's fourth, he would lose the game, equally as he will by the present course.

(*b*) Had he played his king to his second square, or to his queen's second, you must have advanced your king opposite his, to effect the capture of his pawn.

(*c*) He could have declined taking your pawn; a mode of play that is pursued in the second back game.

W. The

6.

W. The king at the adverse king's knight's 3d.
B. The king at his bishop's square.

7.

W. The king at the adverse king's rook's 2d, and must win. (*d*)

Notes.

(*d*) As often as the king can move in the van of a single pawn, the adversary cannot hinder you from making a queen.

SECOND

SECOND BACK GAME,

On the Second Move of the Black.

2.

W. The king at his queen's 3d.
B. The king at his queen's 4th.

3.

W. The king at his 3d square. (*a*)
B. The king at his 3d square.

4.

W. The king at his 4th square.
B. The king at his queen's 3d. (*b*)

5.

W. The bishop's pawn 1 square.
B. The king at his 2d square.

Notes.

(*a*) You again get the move, because he cannot play his king fronting yours: he must retrograde either to his third square, or to his queen's third square. In either case, your king may place himself in opposition to his.

(*b*) If he had withdrawn his king to his second square, or to his queen's second, you must have advanced your king opposite his.

W. The

6.

W. The pawn 1 square giving check. (*c*)
B. The king at his 3d square.

7.

W. The king at his queen's 4th.
B. The king at his queen's 3d. (*d*)

8.

W. The bishop's pawn 1 square.
B. The king at his 2d square.

9.

W. The king at the adverse king's 4th.
B. The king takes the pawn.

10.

W. The king at the adverse queen's 3d.
B. The king at his bishop's square.

11.

W. The king at the adverse king's 3d.
B. The king at his knight's 2d.

Notes.

(*c*) Had you taken this pawn with yours, it would have been a drawn game.

(*d*) By this step he has regained the move, since he may oppose king to king; but by the sacrifice of a pawn you may recover it over him, and a single pawn is enough to win the game.

A DRAWN GAME,

TH TWO SEPARATED PAWNS, AGAINST TWO UNITED PAWNS.

Situation of the White.

e king at his queen's 3d.
ıe queen's bishop's pawn at its bishop's 5th.
.e queen's knight's pawn at its knight's 4th.

Situation of the Black.

ıe king at his queen's 4th.
ıe queen's knight's pawn at its knight's 4th.
ıe king's knight's pawn at its knight's th. (*a*)

1.

The king at his 3d square.
The king at his 4th square.

2.

The king at his bishop's 3d.
The king at his bishop's 4th.

Notes.

From this position, if the black were to com- play, the white would win the game.

3.

W. The king at his knight's 3d.
B. The king at his 4th square. (*b*)

4.

W. The king at his knight's 4th.
B. The king at his bishop's 3d.

5.

W. The king at his knight's 3d.
B. The king at his 4th square. (*c*)

6.

W. The king at his bishop's 3d.
B. The king at his bishop's 4th. (*d*)

Notes.

(*b*) Had he played his king to his bishop's third, you would have advanced your king towards his pawn, and he would have lost the game.

(*c*) Had he played his king to his bishop's fourth, you would have recovered the move; and the move, at these critical junctures, is the game.

(*d*) As he does not advance his pawn, nor suffer your king to take the place opposite to his, it must be a drawn game.

OBSERVATIONS

OBSERVATIONS

ON THE

ENDS OF PARTIES,

AND

ON THE POWERS OF PIECES

VARIOUSLY COMBINED.

A SINGLE pawn cannot win, if the adverse king be placed in opposition to it.

A single pawn may win, if the king be placed in the van of his pawn.

Two pawns against one must win, almost in all cases: but he that has the two pawns, must avoid changing one of them with the adversary's pawn.

A pawn, and any piece whatsoever, must win in all cases; a pawn on a rook's file, co-operating with a bishop, whose diagonal is of a different colour from the square at which the pawn must make a queen, only excepted.

Two knights alone cannot mate.

Two bishops alone may mate.

A knight and a bishop may mate.

A rook, against a knight, makes a drawn game.

A rook, against a bishop, makes a drawn game.

A rook and a knight, against a rook, make a drawn game.

A rook and a bishop, against a rook, win.

A rook and a bishop, against a queen, make a drawn game.

A rook and a knight, against a queen, make a drawn game.

A queen, against a bishop and a knight, may win.

A rook, against a bishop and two pawns, makes a drawn game.

A rook, against one knight and two pawns, makes a drawn game, because in this, as in the last case, he who has the single potent piece, cannot be hindered from sacrificing it for the two pawns.

A queen, against one rook and two pawns, makes a drawn game.

THE

Laws of Chess.

The Laws or Consitutions of a Game are originally established, either to prevent or decide contests; because, by defining what is in itself indefinite, by determining that which, without any explanation, would be uncertain, they put an end to all obstinacy and dispute. These statutes, founded at first in reason, consecrated afterwards by custom, confirmed at length by the practice of the best players, and the approbation of the most illustrious authors, may be reduced to the XVII following RULES, which the Society or Club of Chess in ENGLAND have adopted for their code.

LAWS

LAWS OF CHESS.

I.

THE chess-board must be placed in such a manner, that each player may have a white square at his right hand.

II.

He that gives a piece is supposed to have the move, unless it be agreed otherwise. In games without odds, lots must be cast for the move, which afterwards becomes alternate.

III.

If a pawn or piece have been forgotten at the beginning of the game, it will be in the adversary's choice, either to begin the game afresh, or to go on, permitting, nevertheless, the piece forgotten to be set in its place.

IV.

If it is agreed to give the advantage of a piece, or a pawn, and it have been forgotten at the beginning of a game, it will be left to the choice of him who has suffered by such a mistake, to proceed, or to recommence.

V.

A piece once touched must be played, unless it be said, in touching it, *J'adoube:* but if

If a piece be displaced or overturned by accident, the player in whose act it is, will be allowed to restore it to its place.

VI.

If you touch one of your adversary's pieces without saying *J'adoube*, he has a right to oblige you to take it; and in case you touch a piece not prizable, you, who have touched it, must play your king if you can.

VII.

When one has dismissed a piece from his hand, he cannot take it again, to play it to another place; but so long as he keeps his hold of it, he is at liberty to play it where he pleases.

VIII.

A player making a false move, must play his king, as in rule VI. but no false move can be recalled after the adversary's succeeding move: so if the irregular move be not revoked in time, the position taken must remain as if it had been just.

IX.

Every pawn which has reached the eighth or last square of the chess-board, is entitled to make a queen, or any other piece that shall be thought proper; and this, even when all the pieces remain on the chess-board.

X.

X.

Any pawn has the privilege of advancing two squares, at its first move: but, in this case, it may, in passing, be taken by any pawn which might have taken it if it had been pushed but one *move.* *

XI.

The king when he castles, cannot in his flight exceed two squares, that is, the rook with which he castles must take the square next to the original square of the king; and the latter, leaping over, must be posted close on the other side of the rook. †

XII.

The king cannot castle when in check, nor after having been moved, nor if in passing he was exposed to a check, nor with a rook which has been removed from its place: and he that castles when he should not, must

* One *square* would be more correct: but the language of this tenth rule is retained verbatim; because the reasoning on which the rule rests, seems to depend on this mode of speaking. EDITOR.

† The old way of castling in several countries, and it still subsists in some, was to leave to the player's disposal, all the interval between the king and the rook, along with the squares first assigned them.

play

play his rook touched, or his king, at his own choice.

XIII.

If a player give check without warning, the adversary will not be bound to ward it off; and he may consequently play as if such check did not exist: but if the former, in playing the next move, were to say, *Check*, each must then retract his last move, as being false, and he that is under check is to obviate it in the prescribed form.

XIV.

If the adversary warn you of a check, without however giving it, and you in consequence touch, or move, either your king, or any other piece, you will then be allowed to retract, so long as your adversary has not completed his next move.

XV.

If any one touch a piece which he cannot play without exposing his king to check, he must then play his king; and if his king cannot be played, the fault is of no consequence.

XVI.

When one has nothing else to play, and his king being out of check, cannot stir without coming to a check, then the game is stale-mate.

stale-mate. In England, he whose king is stale-mate wins the game*; but in France, and several other countries, the stale-mate is a drawn game.

XVII.

At all conclusions of parties, when a player seems not to know how to give the difficult mates, as that of a knight and a bishop against the king, that of a rook and a bishop against a rook, &c. at the adversary's request, fifty moves on each side must be appointed for the end of the game: these being accomplished, it will be a drawn game.

* Reasons calculated to allay the surprise which attends the first mention of the rule, may be found in the Introduction to Chess, in the first volume.

The EDITOR invites the experienced reader's particular attention to the 9th, 10th, 11th, and 12th rules; as some points intended to be established by them, seem open to discussion. —*vide* Appendix.

GAMES

GAMES

Played without seeing the Board.

Mr. PHILIDOR being of opinion that an entire collection of the games he has played without looking over the chess-board would not be of any service to amateurs, he will only publish a few parties which he has played against three players at once, subjoining the names of his respectable adversaries, in order to prove, and transmit to posterity, *a fact*, of which future ages might otherwise entertain some doubt.

The following Account appeared in the London News-papers, the 9th of May, 1783:

"Yesterday, at the Chess-club in St. James's Street, Mr. Philidor performed one of those wonderful exhibitions for which he is so much celebrated. He played at the same time three different games, without seeing either of the tables. His opponents were Count Bruhl, Mr. Bowdler, and Mr. Maseres. To those who understand chess, this

this exertion of Mr. PHILIDOR's abilities, must appear one of the greatest of which the human memory is susceptible. He goes through it with astonishing accuracy, and often corrects mistakes in those who have the board before them. Mr. PHILIDOR sits with his back to the tables, and some gentleman present, who takes his part, informs him of the move of his antagonist, and then, by his direction, plays his pieces."

In the triple party before mentioned, Mr. PHILIDOR gave the move to Count BRUHL and Mr. BOWDLER, and the advantage of a pawn and the move to Mr. MASERES: the moves of each party were played alternately.

COUNT BRUHL's PARTY.

1.

W. King's pawn 2 squares.
B. The same.

2.

W. King's bishop at his queen's bishop's 4th.
B. Queen's bishop's pawn 1 square.

3.

W. The queen at her king's 2d.
B. Queen's pawn 1 square.

W. Queen's

4.

W. Queen's bishop's pawn 1 square.
B. King's bishop's pawn 2 squares.

5.

W. Queen's pawn 1 square.
B. King's knight at his bishop's 3d.

6.

W. The king's pawn takes the bishop's pawn.
B. The queen's bishop takes the king's pawn.

7.

W. Queen's pawn 1 square.
B. King's pawn 1 square.

8.

W. Queen's bishop at the adverse king's knight's 4th.
B. Queen's pawn 1 square.

9.

W. King's bishop at the queen's knight's 3d.
B. King's bishop at his queen's 3d.

10.

W. Queen's knight at his queen's 2d.
B. The same.

11.

W. King's rook's pawn 1 square.
B. The same.

12.

W. Queen's bishop at his king's 3d.
B. The queen at her king's 2d.

W. King's

13.

W. King's bishop's pawn 2 squares.
B. King's rook's pawn 1 square.

14.

W. Queen's bishop's pawn 1 square.
B. Queen's rook's pawn 1 square.

15.

W. The queen's bishop's pawn takes the pawn.
B. The queen's bishop's pawn takes the pawn.

16.

W. The queen at her king's bishop's 2d.
B. The king castles with his rook.

17.

W. King's knight at his king's 2d.
B. Queen's knight's pawn 2 squares.

18.

W. The king castles with his rook.
B. Queen's knight at his 3d square.

19.

W. King's knight at his 3d square.
B. King's knight's pawn 1 square.

20.

W. Queen's rook at its bishop's square.
B. Queen's knight at the adverse queen's bishop's 4th.

21.

W. The king's knight takes the bishop.
B. The king's knight's pawn takes the knight.

22.

W. The queen gives check at the king's knight's 3d.

B. The queen covers the check.

23.

W. The queen takes the queen.

B. The king takes the queen.

24.

W. The king's bishop takes the queen's knight.

B. The queen's knight's pawn takes the bishop.

25.

W. King's knight's pawn 1 square.

B. Queen's rook at its knight's square.

26.

W. Queen's knight's pawn 1 square.

B. King's bishop at the adverse queen's rook's 3d.

27.

W. Queen's rook at its queen's bishop's 2d.

B. The queen's knight's pawn takes the queen's knight's pawn.

28.

W. The queen's rook's pawn takes the pawn.

B. King's rook at its queen's bishop's square.

W. The

29.

W. The queen's rook takes the king's rook.
B. The rook takes the rook.

30.

W. The rook at the queen's rook's square.
B. The bishop at the adverse queen's knight's 4th.

31.

W. The rook takes the queen's rook's pawn.
B. The rook at the adverse queen's bishop's 3d.

32.

W. The king at his bishop's 2d.
B. The rook at the adverse queen's 3d.

33.

W. The rook at its queen's rook's 2d.
B. The bishop takes the knight.

34.

W. The rook takes the bishop.
B. The rook takes the queen's knight's pawn.

35.

W. The rook at the queen's bishop's 2d.
B. King's rook's pawn 1 square.

36.

W. The rook gives check at the adverse queen's bishop's 2d.
B. The king at his knight's 3d.

37.

W. The king's knight's pawn takes the rook's pawn.

B. The knight at his rook's 4th.

38.

W. The rook at the adverse queen's 2d.

B. The knight takes the king's bishop's pawn.

39.

W. The bishop takes the knight.

B. The rook gives check at the adverse king's bishop's 3d.

40.

W. The king at his knight's 2d.

B. The rook takes the bishop.

41.

W. The rook takes the queen's pawn.

B. The rook at the adverse king's bishop's 3d.

42.

W. The rook at the adverse queen's square.

B. The rook at the adverse queen's 3d.

43.

W. Queen's pawn 1 square.

B. King's bishop's pawn 1 square.

44.

W. Queen's pawn 1 square.

B. The rook gives check at the adverse queen's 2d.

W. The

45.

W. The king at his bishop's square.
B. The king at his bishop's 2d.

46.

W. King's rook's pawn 1 square.
B. King's pawn 1 square.

47.

W. King's rook's pawn 1 square.
B. The king's bishop's pawn 1 square, and wins the game.

MR. BOWDLER'S PARTY.

1.

W. King's pawn 2 squares.
B. Queen's bishop's pawn 2 squares.

2.

W. King's bishop at his queen's bishop's 4th.
B. King's pawn 1 square.

3.

W. The queen at her king's 2d.
B. Queen's knight at his bishop's 3d.

4.

W. Queen's bishop's pawn 1 square.
B. Queen's rook's pawn 1 square.

5.

W. Queen's rook's pawn 2 squares.
B. Queen's knight's pawn 1 square.

6.

W. King's bishop's pawn 2 squares.
B. Queen's pawn 1 square.

7.

W. King's knight at his bishop's 3d.
B. King's knight at his king's 2d.

8.

W. King's bishop at his queen's rook's 2d.
B. King's knight's pawn 1 square.

9.

W. Queen's pawn 1 square.
B. King's bishop at his knight's 2d.

10.

W. Queen's bishop at his king's 3d.
B. Queen's pawn 1 square.

11.

W. Queen's knight at his queen's 2d.
B. The king castles.

12.

W. The king castles with his rook.
B. King's bishop's pawn 2 squares.

13.

W. King's pawn 1 square.
B. King's rook's pawn 1 square.

W. Queen's

14.

W. Queen's pawn 1 square.
B. Queen's bishop's pawn 1 square.

15.

W. Queen's knight's pawn 2 squares.
B. Queen's knight's pawn 1 square.

16.

W. King's bishop at his queen's knight's square.
B. Queen's bishop at his queen's 2d.

17.

W. King's bishop at his queen's bishop's 2d.
B. The queen at her bishop's 2d.

18.

W. King's rook's pawn 1 square.
B. The king at his rook's 2d.

19.

W. The king at his rook's 2d.
B. Queen's knight at his rook's 2d.

20.

W. King's knight's pawn 2 squares.
B. The queen's knight's pawn takes the queen's rook's pawn.

21.

W. The king's bishop takes the queen's knight's pawn.
B. Queen's knight at his 4th square.

22.

W. The king's bishop takes the knight.
B. The queen's bishop takes the bishop.

23.

W. King's rook at its knight's square.
B. The same.

24.

W. King's rook at its king's knight's 3d.
B. Queen's rook's pawn 1 square.

25.

W. The queen's knight's pawn takes the pawn.
B. The queen's rook takes the pawn.

26.

W. King rook at its king's knight's square.
B. King's rook at its queen's rook's square.

27.

W. The queen's rook takes the rook.
B. The queen takes the rook.

28.

W. The rook at his queen's bishop's square.
B. The queen at the adverse queen's rook's 3d.

29.

W. Queen's knight at his king's bishop's square.
B. The queen at the adverse queen's knight's 3d.

W. The

30.

W. The queen at her square.

B. The rook gives check at the adverse queen's rook's 2d.

31.

W. The bishop covers the check at his queen's 2d.

B. The queen takes the queen.

32.

W. The rook takes the queen.

B. The bishop at the adverse queen's rook's 4th.

33.

W. The rook at its queen's knight's square.

B. Queen's bishop at the adverse queen's knight's 3d.

34.

W. The king at his knight's 3d.

B. The knight at his queen's bishop's 3d.

35.

W. Queen's knight at his king's 3d.

B. King's bishop at his square.

36.

W. Queen's bishop at his square.

B. King's bishop at the adverse queen's rook's 3d.

W. King's

37.

W. King's rook's pawn 1 square.
B. The bishop takes the bishop.

38.

W. The rook takes the bishop.
B. The knight at his king's 2d.

39.

W. King's rook's pawn 1 square.
B. The rook at the adverse king's 2d.

40.

W. The rook at his king's square.
B. The rook takes the rook.

41.

W. The knight takes the rook.
B. The king's bishop's pawn takes the pawn.

42.

W. The king takes the pawn.
B. The knight at his king's bishop's 4th.

43.

W. The knight takes the knight.
B. The king's knight's pawn takes the knight, and gives check.

44.

W. The king at his knight's 3d.
B. The bishop at the adverse queen's square.

45.

W. The knight at his king's bishop's 3d.
B. The bishop takes the knight.

W. The

46.

W. The king takes the bishop.

B. The king at his knight's 2d.

47.

W. The king at his 3d square.

B. The king at his bishop's 2d.

48.

W. The king at his queen's 2d.

B. The king at his 2d square.

49.

W. The king at his queen's bishop's 2d.

B. The king at his queen's 2d.

50.

W. The king at his queen's knight's 2d.

B. The king at his queen's bishop's 3d.

51.

W. The king at his queen's rook's 3d.

B. The king at his queen's knight's 4th, and makes a drawn game.

Mr. MASERES' Party.

He received the King's Bishop's Pawn, and the Move.

1.

W. King's pawn 2 squares.
B. King's knight at his rook's 3d.

2.

W. Queen's pawn 2 squares.
B. King's knight at his bishop's 2d.

3.

W. King's bishop at his queen's 3d.
B. King's pawn 1 square.

4.

W. King's knight at his bishop's 3d.
B. Queen's pawn 2 squares.

5.

W. King's pawn 1 square.
B. Queen's bishop's pawn 2 squares.

6.

W. Queen's bishop's pawn 1 square.
B. Queen's knight at his bishop's 3d.

7.

W. Queen's bishop at his king's 3d.
B. Queen's knight's pawn 1 square.

W. King's

8.

W. King's bishop at the adverse queen's knight's 4th.

B. Queen's bishop at his queen's 2d.

9.

W. Queen's rook's pawn 2 squares.

B. Queen's rook's pawn 1 square.

10.

W. King's bishop at his queen's 3d.

B. King's knight's pawn 1 square.

11.

W. The king castles.

B. The queen at her bishop's 2d.

12.

W. The queen at her king's 2d.

B. Queen's bishop's pawn 1 square.

13.

W. King's bishop at his queen's bishop's 2d.

B. Queen's rook at its knight's square.

14.

W. Queen's knight at his rook's 3d.

B. King's bishop at his king's 2d.

15.

W. King's rook's pawn 1 square.

B. The king castles with his rook.

16.

W. King's knight at his rook's 2d.

B. Queen's knight's pawn 1 square.

W. The

17.

W. The queen's rook's pawn takes the pawn.
B. The queen's rook's pawn takes the pawn.

18.

W. The queen at her king's knight's 4th.
B. The king at his knight's 2d.

19.

W. King's bishop's pawn 2 squares.
B. King's knight at his rook's 3d.

20.

W. The queen at her king's knight's 3d.
B. King's knight at his king's bishop's 4th.

21.

W. The king's bishop takes the knight.
B. The king's rook takes the bishop.

22.

W. The queen at her king's bishop's 3d.
B. Queen's knight's pawn 1 square.

23.

W. The queen's bishop's pawn takes the pawn.
B. The knight takes the pawn.

24.

W. King's knight's pawn 2 squares.
B. King's rook at its bishop's square.

25.

W. The queen at her king's knight's 2d.
B. The knight at the adverse queen's 3d.

W. Queen's

26.

W. Queen's bishop at his square.
B. The queen at her knight's 3d.

27.

W. Queen's knight at his queen's bishop's 2d.
B. The knight takes the bishop.

28.

W. The queen's rook takes the knight.
B. The queen takes the queen's knight's pawn.

29.

W. Queen's knight at his king's 3d.
B. The queen takes the queen.

30.

W. The king takes the queen.
B. Queen's rook at the adverse queen's knight's 3d.

31.

W. King's rook at its bishop's 3d.
B. Queen's rook at the adverse queen's 3d.

32.

W. Queen's rook at its queen's square.
B. Queen's bishop at the adverse queen's rook's 4th.

33.

W. The queen's rook takes the rook.
B. The queen's bishop's pawn takes the rook.

W. King's

34.

W. King's knight at his bishop's square.

B. King's bishop at the adverse queen's knight's 4th.

35.

W. The rook at its king's bishop's 2d.

B. King's bishop at the adverse queen's bishop's 3d.

36.

W. The rook at its queen's rook's 2d.

B. Queen's bishop at the adverse queen's knight's 3d.

37.

W. The rook at its king's bishop's 2d.

B. The king's bishop takes the queen's pawn.

38.

W. The rook at its queen's 2d.

B. The rook takes the king's bishop's pawn.

39.

W. The rook takes the pawn.

B. Queen's bishop at the adverse queen's bishop's 4th.

40.

W. The knight takes the bishop.

B. The queen's pawn takes the knight.

41.

W. The rook at its king's bishop's 3d.

B. The rook takes the rook.

W. The

42.

W. The king takes the rook.
B. The bishop takes the king's pawn.

43.

W. The king at his 4th square.
B. The bishop at his king's bishop's 3d.

44.

W. The knight at his king's 3d.
B. Queen's bishop's pawn 1 square.

45.

W. The king at his queen's 3d.
B. The king at his bishop's 2d.

46.

W. The knight at his queen's square.
B. The king at his 2d square.

47.

W. The knight takes the pawn.
B. The bishop takes the knight.

48.

W. The king takes the bishop.
B. The king at his queen's 3d.

49.

W. The king at his queen's 4th.
B. The king's pawn 1 square, giving check.

50.

W. The king at his 4th square.
B. The king at his 3d square.

51.

W. King's rook's pawn 1 square.
B. The same.

52.

W. The king at his 3d square.
B. The king at his queen's 4th.

53.

W. The king at his queen's 3d.
B. The king's pawn 1 square, giving check.

54.

W. The king at his 3d square.
B. The king at his 4th square.

55.

W. King's knight's pawn 1 square.
B. King's rook's pawn 1 square.

56.

W. The king at his 2d square.
B. The king at the adverse king's bishop's 4th.

57.

W. The king at his bishop's 2d.
B. The king at the adverse king's knight's 4th.

58.

W. The king at his 3d square.
B. The king takes the rook's pawn.

59.

W. The king takes the pawn.
B. The king takes the knight's pawn, and wins the game.

ANOTHER

ANOTHER MATCH,

Played at the CHESS-CLUB, *the* 10*th of May*, 1788, *against* Count BRUHL, Mr. NOWELL, *and* Mr. LEYCESTER.—Mr. NOWELL *and* Mr. LEYCESTER *received the odds of the Pawn and the Move, and* Count BRUHL *only the Move.*

COUNT BRUHL'S SECOND PARTY.

1.

W. King's pawn 2 squares.
B. The same.

2.

W. King's bishop's pawn 2 squares.
B. The king's pawn takes the pawn.

3.

W. King's knight at his bishop's 3d.
B. King's knight's pawn 2 squares.

4.

W. King's bishop at his queen's bishop's 4th.
B. King's bishop at his knight's 2d.

5.

W. King's rook's pawn 2 squares.
B. King's rook's pawn 1 square.

6.

W. The king's rook's pawn takes the pawn.
B. The king's rook's pawn takes the pawn.

7.

W. The rook takes the rook.
B. The king's bishop takes the rook.

8.

W. Queen's pawn 2 squares.
B. King's knight's pawn 1 square.

9.

W. The queen's bishop takes the king's pawn.
B. The king's knight's pawn takes the knight.

10.

W. The queen takes the knight's pawn.
B. The queen at her king's 2d.

11.

W. Queen's bishop's pawn 1 square.
B. King's knight at his bishop 3d.

12.

W. The knight at his queen's 2d.
B. Queen's pawn 2 squares.

13.

W. King's bishop at his queen's 3d.
B. The queen's pawn takes the pawn.

14.

. The knight takes the pawn.
The knight takes the knight.

W. Th

15

W. The queen takes the knight.
B. The queen takes the queen.

16.

W. The bishop takes the queen.
B. Queen's bishop's pawn 1 square.

17.

W. The king at his queen's 2d.
B. Queen's bishop at his king's 3d.

18.

W. Queen's knight's pawn 1 square.
B. The knight at his queen's 2d.

19.

W. The rook at the king's rook's square.
B. King's bishop at his 3d square.

20.

W. The king at his queen's bishop's 2d.
B. The king castles.

21.

W. Queen's bishop at the adverse queen's 3d.
B. The knight at the queen's knight's 3d.

22.

W. Queen's bishop at the adverse queen's bishop's 4th.
B. The king at his queen's bishop's 2d.

23.

W. The rook at the adverse king's rook's 2d.
B. The rook at the king's rook's square.

24.

W. Queen's bishop's pawn 1 square.
B. The rook takes the rook.

25.

W. The bishop takes the rook.
B. The knight at his queen's 2d.

26.

W. The king at his queen's 3d.
B. The knight takes the bishop.

27.

W. The pawn takes the knight.
B. King's bishop at his king's 2d.

28.

W. Queen's knight's pawn 1 square.
B. Queen's rook's pawn 1 square.

29.

W. Queen's rook's pawn 1 square.
B. King's bishop's pawn 2 squares.

30.

W. The bishop at the adverse king's knight's 3d.
B. The king at his queen's 2d.

31.

W. The bishop at the adverse king's rook's 4th.
B. King's bishop at his king's knight's 4th.

W. The

32.

W. The bishop at his queen's square.

B. King's bishop at the adverse queen's bishop's square.

33.

W. The bishop at his queen's rook's 4th.

B. The king's bishop takes the queen's rook's pawn.

34.

W. The king at his queen's bishop's 3d.

B. King's bishop at the adverse queen's bishop's square.

35.

W. The bishop at his queen's square.

B. King's bishop at the adverse king's bishop's 4th.

36.

W. The king at his queen's 4th.

B. The king at his 2d square.

37.

W. Queen's knight's pawn 1 square.

B. The king at the king's bishop's 3d.

38.

W. The bishop at his king's bishop's 3d.

B. Queen's bishop at his queen's 2d.

39.

W. Queen's knight's pawn 1 square.

B. King's bishop at his king's knight's 4th.

40.

W. The bishop at his queen's square.

B. King's bishop at the adverse king's rook's 4th.

41.

W. The king at his 3d square.

B. The king at his 4th square.

42.

W. The bishop at his king's bishop's 3d.

B. The king's bishop at his king's 2d.

43.

W. The king at his queen's 3d.

B. The king's bishop takes the pawn.

44.

W. The king at his queen's bishop's 3d.

B. The king's bishop takes the pawn.

45.

W. The king at his queen's knight's 3d.

B. The king at the adverse queen's 4th, and wins the game.

Mr. NOWELL's Party.

He received the King's Bishop's Pawn, and the Move.

1.

W. King's pawn 2 squares.
B. King's knight at his king's rook's 3d.

2.

W. King's bishop at his queen's bishop's 4th.
B. King's pawn 1 square.

3.

W. Queen's pawn 1 square.
B. King's knight at his bishop's 2d.

4.

W. King's bishop's pawn 2 squares.
B. Queen's pawn 2 squares.

5.

W. King's bishop at his queen's knight's 3d.
B. King's bishop at his queen's bishop's 4th.

6.

W. King's knight at his king's bishop's 3d.
B. The king castles.

7.

W. King's pawn 1 square.
B. Queen's bishop's pawn 1 square.

W. Queen's

8.

W. Queen's pawn 1 square.
B. King's bishop at his queen's knight's 3d.

9.

W. Queen's rook's pawn 1 square.
B. The queen at her king's 2d.

10.

W. The king castles.
B. Queen's bishop's pawn 1 square.

11.

W. Queen's bishop's pawn 1 square.
B. Queen's knight at his bishop's 3d.

12.

W. Queen's bishop at his king's 3d.
B. Queen's bishop at his queen's 2d.

13.

W. The queen at her king's 2d.
B. King's knight's pawn 1 square.

14.

W. King's bishop at his queen's bishop's 2d.
B. King's knight at his rook's 3d.

15.

W. Queen's knight at his queen's 2d.
B. King's knight at his bishop's 4th.

16.

W. King's rook at its bishop's 2d.
B. The knight takes the bishop.

W. The

17.

W. The queen takes the knight.

B. Queen's rook at its bishop's square.

18.

W. Queen's knight at his 3d square.

B. The queen's bishop's pawn takes the pawn.

19.

W. The queen's knight takes the pawn.

B. The knight takes the knight.

20.

W. The knight takes the knight.

B. Queen's rook at the adverse queen's bishop's 4th.

21.

W. Queen's rook at its queen's square.

B. Queen's rook at its queen's bishop's square.

22.

W. King's rook's pawn 1 square.

B. King's rook at its bishop's 2d.

23.

W. The king at his rook's 2d.

B. Queen's rook at its king's bishop's square.

24.

W. The queen at her king's knight's 3d.

B. King's bishop at his queen's square.

25.

W. Queen's rook at its king's bishop's square.

B. Queen's knight's pawn 2 squares.

W. The

26.

W. The queen at her king's 3d.

B. Queen's rook's pawn 2 squares.

27.

W. King's rook at its bishop's 3d.

B. King's rook at its knight's 2d.

28.

W. The queen at her 2d square.

B. King's bishop at his queen's bishop's 2d.

29.

W. King's bishop at his queen's 3d.

B. Queen's rook at its queen's knight's square.

30.

W. The king at his rook's square.

B. King's knight's pawn 1 square.

31.

W. King's rook at its knight's 3d.

B. The king's knight's pawn takes the pawn.

32.

W. The rook takes the rook.

B. The queen takes the rook.

33.

W. The rook takes the pawn.

B. The queen takes the king's pawn.

34.

W. The rook gives check, at its king's knight's 4th.

B. The king at his rook's square.

W. The

35.

W. The knight at his king's bishop's 3d.

B. The queen at her king's bishop's 3d.

36.

W. The rook at its king's rook's 4th.

B. The king at his knight's square.

37.

W. The bishop takes the rook's pawn, and gives check.

B. The king at his knight's 2d.

38.

W. King's bishop at his queen's 3d.

B. The rook at its king's rook's square.

39.

W. The rook at its king's knight's 4th, giving check.

B. The king at his bishop's square.

40.

W. The queen at her king's 3d.

B. The king at his square.

41.

W. The rook at the adverse king's knight's 3d.

B. The queen at the adverse king's bishop's 4th.

W. The

42.

W. The queen at the adverse queen's bishop's 4th.

B. The king at his queen's square.

43.

W. The rook at the adverse king's knight's 2d.

B. The queen at her 3d square.

44.

W. The queen at her king's 3d.

B. The rook at its king's bishop's square.

45.

W. The queen at the adverse king's knight's 4th, giving check.

B. The king at his queen's bishop's square.

46.

W. The queen at her 2d square.

B. King's pawn 1 square.

47.

W. The rook at the adverse king's knight's 3d.

B. Queen's bishop at his king's 3d.

48.

W. The queen at the adverse king's rook's 3d.

B. The rook at its king's square.

49.

W. The bishop takes the queen's knight's pawn.

B. The rook at its king's 2d.

W. The

50.

W. The queen at the adverse king's rook's square, giving check.

B. The king at his queen's knight's 2d.

51.

W. The rook at the adverse king's knight's 4th.

B. King's pawn 1 square.

52.

W. The knight at the adverse king's 4th.

B. The king at his queen's knight's 3d.

53.

W. Queen's rook's pawn 1 square.

B. King's pawn 1 square.

54.

W. King's knight at his king's bishop's 3d.*

B. Queen's bishop at his queen's 2d.

* The EDITOR cannot avoid observing, that if instead of the retreat here made by the knight, the queen were transported to the black queen's rook's square, check-mate might be soon effected. He has hitherto forborne, and he will not multiply remarks on these games, played *ex tempore*, lest it should seem hypercritical. In few cases, indeed, would a passing animadversion on a single move be of utility. A proposed change, before it can add any thing to the player's experience, must have its consequences traced in a back game.

W. The

55.

W. The queen at her 4th square giving check.
B. The queen at her queen's bishop's 4th.

56.

W. The queen takes the queen.
B. The king takes the queen.

57.

W. The bishop takes the bishop.
B. King's pawn 1 square.

58.

W. The king's knight at his king's square.
B. The rook takes the bishop.

59.

W. The king at his knight's square.
B. The rook at its king's bishop's 2d.

60.

W. The knight at his king's bishop's 3d.
B. The rook takes the knight, and wins the game.

Mr. LEYCESTER's Party.

He received the King's Bishop's Pawn, and the Move.

1.

W. King's pawn 2 squares.
B. Queen's bishop's pawn 2 squares.

2.

W. The queen at the adverse king's rook's 4th square, giving check.
B. King's knight's pawn 1 square.

3.

W. The queen. takes the queen's bishop's pawn.
B. Queen's knight at his bishop's 3d.

4.

W. Queen's bishop's pawn 1 square.
B. King's pawn 2 squares.

5.

W. The queen at her king's 3d.
B. King's knight at his bishop's 3d.

6.

W. King's rook's pawn 1 square.
B. Queen's pawn 2 squares.

7.

W. The king's pawn takes the pawn.
B. The king's knight takes the pawn.

8.

W. The queen at her king's 2d.
B. King's knight at the adverse king's bishop's 4th.

9.

W. The queen at her king's bishop's 3d.
B. King's bishop at his rook's 3d.

10.

W. King's bishop at the adverse queen's knight's 4th.
B. The king castles with his rook.

11.

W. The queen at her king's 4th.
B. Queen's bishop at his king's bishop's 4th.

12.

W. The queen at her queen's bishop's 4th, giving check.
B. The king at his rook's square.

13.

W. The queen at her king's bishop's square.
B. Queen's bishop at the adverse queen's 3d.

14.

W. The king's bishop takes the queen's bishop.
B. The king's knight takes the bishop, and gives check.

W. The

15.

W. The king at his 2d square.

B. The king's rook takes the king's bishop's pawn and gives check.

16.

W. The queen takes the king's rook.

B. The king's knight takes the queen.

17.

W. The king takes the knight.

B. The queen at the adverse queen's 3d.

18.

W. King's knight at his king's 2d.

B. The rook at its king's bishop's square, giving check.

19.

W. The king at his square.

B. King's pawn 1 square.

20.

W. King's rook at its king's bishop's square.

B. The rook takes the rook.

21.

W. The king takes the rook.

B. The queen at the adverse queen's bishop's 2d.

22.

W. The king at his square

B. The knight at his king's 4th.

23.

W. Queen's knight at his rook's 2d.

B. The knight at the adverse queen's 2d, giving check.

24.

W. The king at his bishop's square

B. The queen at the adverse queen's square, giving check-mate.

THIRD

THIRD MATCH.

CHESS-CLUB, Saturday, March 13, 1790.

Mr. PHILIDOR *played Three Games at once; Two without seeing the Boards, and the third on looking over the Table. His Opponents were the* Hon. H. S. CONWAY, Mr. SHELDON, *and* Capt. SMITH. *The Game* (Mr. PHILIDOR *being allowed to see the Pieces*) *was against* Mr. CONWAY; *the Move he gave to each of his Adversaries.*

HON. H. S. CONWAY'S PARTY.

1.

B. King's pawn 2 squares.
W. The same.

2.

B. King's bishop at his queen's bishop's 4th.
W. Queen's bishop's pawn 1 square.

3.

B. Queen's knight at his bishop's 3d.
W. King's bishop at his queen's 3d.

4.

B. Queen's pawn 1 square.
W. King's bishop at his queen's bishop's 2d.

5.

B. The queen at her king's bishop's 3d.
W. The queen at her king's 2d.

6.

B. Queen's bishop at the adverse king's knight's 4th.

W. King's knight at his bishop's 3d.

7.

B. King's knight at his king's 2d.

W. Queen's pawn 1 square.

8.

B. King's rook's pawn 1 square.

W. Queen's bishop at his king's 3d.

9.

B. King's bishop at his queen's knight's 3d.

W. Queen's knight's pawn 2 squares.

10.

B. The king castles with his queen's rook.

W. King's rook's pawn 1 square.

11.

B. The queen's bishop takes the knight.

W. The queen takes the bishop.

12.

B. The queen takes the queen.

W. The king's knight's pawn takes the queen.

13.

B. Queen's pawn 1 square.

W. Queen's rook's pawn 2 squares.

14.

B. King's bishop's pawn 2 squares.

W. The king's pawn takes the queen's pawn.

B. The

15.

B. The rook takes the pawn.
W. Queen's rook's pawn 1 square.

16.

B. The king's bishop takes the bishop.
W. The king's bishop's pawn takes the bishop.

17.

B. King's rook at its queen's square,
W. The king at his 2d square.

18.

B. King's knight at his square.
W. Queen's knight at his queen's 2d.

19.

B. King's knight at his bishop's 3d.
W. King's rook's pawn 1 square.

20.

B. King's pawn 1 square.
W. The king's bishop's pawn takes the king's pawn.

21.

B. The king's knight takes the pawn.
W. The knight takes the knight.

22.

B. The king's bishop's pawn takes the knight
W. Queen's pawn 1 square.

23.

B. King's rook at its king's square.
W. Queen's rook at its king's bishop's square.

24.

B. Queen's rook at its queen's 3d.
W. Queen's rook at its king's bishop's 4th.

25.

B. Queen's knight's pawn 1 square.
W. The queen's rook's pawn takes the pawn.

26.

B. The queen's rook's pawn takes the pawn.
W. The queen's rook takes the king's pawn.

27.

B. King's rook at its bishop's square.
W. Queen's rook at its king's knight's 4th.

28.

B. King's knight's pawn 1 square.
W. King's rook at his knight's square.

29.

B. King's knight at his king's 2d.
W. King's pawn 1 square.

30.

B. Queen's rook at its king's bishop's 3d.
W. King's rook at its knight's 2d.

31.

B. Queen's rook at the adverse king's bishop's 3d.
W. The bishop at his queen's 3d.

B. Queen's

32.

B. Queen's rook at the adverse king's rook's 3d.

W. King's rook at its king's knight's 3d.

33.

B. The rook takes the rook.

W. The rook takes the rook.

34.

B. The rook at the adverse king's bishop's 4th.

W. King's pawn 1 square.

35.

B. The rook takes the king's rook's pawn.

W. The bishop takes the king's knight's pawn.

36.

B. The knight takes the bishop.

W. The rook takes the knight.

37.

B. The king at his queen's 2d.

W. The king at his queen's 3d.

38.

B. The rook at the adverse king's rook's square.

W. The king at his queen's bishop's 4th.

39.

B. Queen's bishop's pawn 1 square.

W. Queen's knight's pawn 1 square.

B. The

40.

B. The queen's bishop's pawn takes the pawn.
W. The king at the adverse queen's 4th.

41.

B. The rook at the adverse king's rook's 3d.
W. The rook at the adverse king's knight's 2d, giving check.

42.

B. The king at his queen's bishop's square.
W. King's pawn 1 square.

43.

B. The rook takes the queen's bishop's pawn.
W. The rook gives check, at the adverse king's knight's square.

44.

B. The king at his queen's knight's 2d
W. King's pawn 1 square.

45.

B. The rook at the adverse king's 3d.
W. The king's pawn makes a queen.

46.

B. The rook takes the queen.
W. The rook takes the rook, and wins the game.

Mr. SHELDON's PARTY.

1.

B. King's pawn 2 squares.
W. The same.

2.

B. King's bishop at his queen's bishop's 4th.
W. Queen's bishop's pawn 1 square.

3.

B. King's knight at his bishop's 3d.
W. Queen's pawn 2 squares.

4.

B. The pawn takes the pawn
W. The pawn takes the pawn

5.

B. King's bishop at his queen's knight's 3d.
W. Queen's knight at his bishop's 3d.

6.

B. Queen's pawn 2 squares.
W. King's pawn 1 square.

7.

B. King's knight at the adverse king's 4th.
W. Queen's bishop at his king's 3d.

8.

B. The king castles.
W. King's bishop's pawn 1 square.

B. The

9.

B. The knight takes the knight.
W. The pawn takes the knight.

10.

B. King's bishop's pawn 1 square.
W. The same.

11.

B. Queen's bishop at his king's 3d.
W. King's knight at his bishop's 3d.

12.

B. Queen's knight at his queen's 2d.
W. King's bishop at his queen's 3d.

13.

B. Queen's bishop's pawn 2 squares.
W. The king castles.

14.

B. King's bishop at his queen's rook's 4th.
W. The queen at her bishop's 2d.

15.

B. King's bishop's pawn 1 square.
W. The knight at the adverse king's knight's 4th.

16.

B. The queen at her king's 2d.
W. The knight takes the bishop.

17.

B. The queen takes the knight.
W. Queen's bishop's pawn 1 square.

B. The

18.

B. The knight at his queen's knight's 3d.
W. The queen's pawn takes the pawn.

19.

B. The knight takes the queen's bishop's pawn.
W. The bishop takes the knight.

20.

B. The pawn takes the bishop.
W. Queen's rook at its queen's bishop's square.

21.

B. Queen's pawn 1 square, at the adverse queen's bishop's 3d.
W. King's rook at its queen's square.

22.

B. King's rook at its queen's square.
W. King's rook at the adverse queen's 3d.

23.

B. The rook takes the rook.
W. The queen's bishop's pawn takes the rook.

24.

B. The bishop at his queen's knight's 3d.
W. The bishop takes the bishop.

25.

B. The pawn takes the bishop.
W. The queen at her knight's 3d.

B. The

26.

B. The king at his bishop's 2d.
W. The queen takes the queen.

27.

B. The king takes the queen.
W. The rook takes the pawn.

28.

B. The rook takes the pawn.
W. The rook at its queen's 3d.

29.

B. The king at his queen's 2d.
W. The king's pawn gives check.

30.

B. The king takes the king's pawn.
W. Queen's pawn 1 square.

31.

B. The rook at its queen's rook's square.
W. The queen's pawn makes a queen, and though forced to be exchanged for the rook, the white party wins the game.

CAPT. SMITH's PARTY.

1.

B. King's pawn 2 squares.
W. The same.

B. King's

2.

B. King's bishop at his queen's bishop's 4th.
W. King's knight at his bishop's 3d.

3.

B. Queen's pawn 1 square.
W. Queen's bishop's pawn 1 square.

4.

B. Queen's bishop at the adverse king's knight's 4th.
W. King's rook's pawn 1 square.

5.

B. The bishop takes the knight.
W. The queen takes the bishop.

6.

B. Queen's knight at his bishop's 3d.
W. Queen's knight's pawn 2 squares.

7.

B. King's bishop at his queen's knight's 3d.
W. Queen's rook's pawn 2 squares.

8.

B. Queen's rook's pawn 1 square.
W. King's bishop at his queen's bishop's 4th.

9.

B. King's knight at his bishop's 3d.
W. Queen's pawn 1 square.

10.

B. The queen at her 2d square.
W. Queen's bishop at his king's 3d.

B. The

11.

B. The king's bishop takes the bishop.
W. The king's bishop's pawn takes the bishop.

12.

B. The king castles with his rook.
W. King's knight's pawn 2 squares.

13.

B. King's rook's pawn 1 square.
W. The knight at his queen's 2d.

14.

B. King's knight at his king's rook's 2d.
W. King's rook's pawn 1 square.

15.

B. King's knight's pawn 1 square.
W. The king at his 2d square.

16.

B. The king at his knight's 2d.
W. Queen's pawn 1 square.

17.

B. King's bishop's pawn 1 square.
W. The knight at his king's bishop's square.

18.

B. Queen's knight at his king's 2d.
W. The knight at his king's knight's 3d.

19.

B. Queen's bishop's pawn 1 square.
W. Queen's rook at its king's knight's square.

B. Queen's

20.

B. Queen's pawn 1 square.
W. The bishop at his queen's knight's 3d.

21.

B. The queen's pawn takes the king's pawn.
W. The queen takes the queen's pawn.

22.

B. Queen's knight at his queen's 4th.
W. The king at his queen's 2d.

23.

B. Queen's rook at its king's square.
W. King's rook's pawn 1 square.

24.

B. The queen at her king's bishop's 2d.
W. The bishop at his queen's bishop's 2d.

25.

B. Queen's knight at his king's 2d.
W. The king's rook's pawn takes the pawn.

26.

B. The queen takes the pawn.
W. The queen takes the queen.

27.

B. The knight takes the queen.
W. The knight gives check at the adverse king's bishop's 4th.

28.

B. The king at his rook's square.
W. The king's rook takes the pawn.

29.

B. King's rook at its king's knight's square.

W. The king's rook takes the king's knight, and gives check.

30.

B. The king takes the rook.

W. The rook gives check, at its king's rook's square.

31.

B. The knight at the adverse king's rook's 4th, covering check.

W. The rook takes the knight, and gives check.

32.

B. The king at his knight's 3d.

W. The knight at the adverse king's rook's 3d, discovering check from the bishop.

33.

B. The king at his knight's 4th.

W. The rook at the adverse king's rook's 4th, giving check-mate.

Not to retrace a connected series of moves in the game, the reader will perceive that the black king should have been moved to his knight's second, and not to his knight's fourth, by which the mate would have been thrown

thrown to a considerable distance; if a blemish be in the 33d move conspicuous, so was brilliant manœuvring in preceding stages. These exhibitions of play are not indiscriminately models. It would be invidious to distinguish the strokes of excellence from the traits of secondary skill. Playing any of these parties, with an endeavour to find the place at which the move, or other advantage, was recovered or abandoned, will conduce to insight and improvement.

The EDITOR cannot express greater admiration than he feels, at the talents which supported the masterly professor in a successful combat with distinguished players, under combined difficulties and privations voluntarily encountered. The chance of confusion in the picture in his mind, furnished some dependence to his opponents: but it was scarcely to be expected, that a player, so completely exercised, should be drawn into a novel situation, or an untried combination; or that if such could be offered to him, that his progress would be embarrassed.

APPENDIX.

ON DISPUTED POINTS.

BY suggesting elementary regulations, by improvements on the best plans of his predecessors, PHILIDOR laid a foundation for investing the theory of the game with stability and excellence; and there wants only the concurrent efforts of reasoning players, to give the few principles which remain afloat, or which rest, by sufference, on unequal and contradictory grounds, a settlement that by agreement of parts, and coincidence with order, shall be entitled to permanence.

As the object of the game is to convey into the mind facility at resource by exercise, it seems worthy to receive, from time to time, all the improvement, as a system, that experience and reflection can bestow. But the thinking cultivator of Chess, in tending it to gradual maturity, will guard it from all radical changes; because the history of its

progress, through successive ages, and in various countries, allows no hope of producing all at once, by any effort of mind, a combination of study with amusement, to be pursued as a game, that shall rival it in utility and interest.

As a prelude to a complete adjustment of principles, the Nomenclature of Chess, circumscribed in subjects, but redundant in obscurity and error, deserves attention. Care should be taken to distinguish, by appropriate terms, the *Elementary Institutes* which fix the powers, and modes of action of the pieces, from the *General Maxims*, or Directions for Playing, which communicate, as far as theoretic indications can, the most dextrous ways of using them; and these, again, should be distinguished from those *Laws* or Regulations which obviate or decide disputes between players, respecting punctilios in the management of the pieces, and the board. In Treatises of Chess, these have been indiscriminately blended under the general name of *Rules;* to the impediment of the student, exploring publications for a lucid path to the game. A neglect of division and arrangement, was the less pardonable in works professed to be scientific compendiums of Chess,

because

because in fitting, and combining the materials, discretion might avail itself of the extent of the plan. The framers of the *Laws of Chess**, on the contrary, had it not in contemplation to compose a practical assistant for the uninitiate; which is a satisfactory apology for their mixing decisions on a few disputed points, which belong to the class of *Elementary Institutes*, with Provisions, or *Laws*, to prevent the errors or inadvertencies of players, from obstructing the game.

It is not intended to call in question the justness of the general tenor of their short code, which administers corrections of incidental informalities, perfectly equitable. Sections IX, X, XI, XII, however, are employed in regulating the powers and modes of action of peculiar pieces, embracing the most problematical points. We investigate their propriety, in the order there pursued.

FIRST DISPUTED POINT.

Section IX. enacts that a pawn may become a queen, when ALL *the pieces remain on the board.* Consequently a player may have two, or a greater plurality of queens. How,

Ante page 200.

enquires the player recently entered on the study of the game, is each additional queen to be represented and distinguished? By placing two pawns on one square, and pushing them about in company; a solecism in theory, a barbarism in practice. Against it, PHILIDOR, in the first edition of his work, violently inveighs. His reasons and his poignant ridicule are recorded; but he has not favoured us with the arguments by which he was afterwards induced to give it countenance. Perhaps he was overborne by a majority, prepossessed in favour of a practice, to which, from their first acquaintance with the game, they had been accustomed.

The EDITOR begs leave to suggest, that by limiting the promotion of the pawn to the highest office, or power, *vacant*, an incongruity revolting against method, may be avoided; and a moderate share of skill will still enable the player, to derive the utmost preponderance from a pawn on the eve of promotion. It is only necessary previously to offer an exchange of queens, which can seldom be refused, without surrendering the advantage of position: not to mention that the conversion of a pawn merely into a rook, would

would prove, in the hands of an able player, an effective acquisition.

SECOND POINT.

We enter on the consideration of Section X. It must be owned that PHILIDOR was always an advocate for the principle which pervades it, inculcating it before it was engrafted in the English code. It professes to establish, that an unmoved pawn may be disqualified from advancing two squares, by the circumstance of an adverse pawn having penetrated to the fourth square of an adjoining file. The refinement in this decision, while the mistake on which it rests lay undetected, recommended it to the ingenious. Expose the mistake which probably gave rise to it, and the rule is left without foundation. The phrase "two *steps* the first *move*," or "two *moves* the first *step*," an occasional subsitution, was current through chess books, and with players. Hence a habit was implicitly contracted, of contemplating a pawn exercising this power, as making TWO *moves of* ONE *square each*, not ONE *continued integral move of* TWO *squares*. The EDITOR, observes, that if the former idea be right, every one must admit the rule to be right;

right; for who could make a journey of twenty miles, that is precluded from going the first ten? But if the latter be the correct idea, if the pawn, at its first move, have really the power of going two squares at one effort, it is as irregular to prohibit the exercise of that power, because the pawn, were it to halt on its way, would be taken; as it would be to prohibit the bishop, the rook, or the queen, the full exercise of their greater powers, whenever there is a square in the line of their passage, at which they could not rest without being taken. Ought any of the latter pieces to be precluded from passing such a square? The absurdity of the phraseology which supports the rule is conspicuous, when extended to the queen; it would be grotesque to say, that she makes at once seven moves. For these reasons, in describing the properties of the pawn, in the *INTRODUCTION TO CHESS*, in the first volume, no notice is taken of this disqualification.

THIRD POINT.

Section XI. contains nothing that can materially offend the advocate of order; however, in pursuing one species of uniformity, it loses sight of another. By confining the king

king to move precisely the same distance from his original square, whether he castles on the king's side or the queen's side, his relation to the covering pawns, when castled, and the space from the exterior of the board, is not on each side uniform. If the rule be intended to restrain a piece from exerting unnecessary licence, in leaping over another piece, it should be remembered, that either the king or the rook must vault three squares in castling on the queen's side, and the king is entitled to the prerogative of taking this flight once in a campaign, in preference to the rook. Under the mode of castling prescribed, the king is not equally shielded on the queen's side as on the king's, and one pawn is left unprotected.

FOURTH POINT.

Section XII. embraces several objects. It is therefore recapitulated, with the points which the EDITOR invites to be considered, distinguished by Italics. "The king cannot "castle *when in check*, nor after having been "moved, *nor if in passing he was exposed to a* "*check*, nor with a rook which has been "moved: and he that castles when he should "not, must play his rook touched, or his "king

"king, at his own choice." Is not the prohibition upon the king from castling, when in check, as extraordinary as if a general were prevented from flying under the guns of a fort, when the efforts of a numerous enemy were concentred on him? If this disability be essential to a tactical conduct of the game, let it be continued. It seems, however, to have been transmitted from player to player, after the reasons which occasioned it ceased to exist. In past eras of Chess, the king and rook had such a latitude in castling, that the assailant might be defied to conjecture to what part they would be transported. The most expedient qualification of this license, that then presented itself, was to restrict the king from castling when in check, in order that an elaborate attack might not be entirely eluded. Succeeding legislators of Chess have defined the place of castling, and the distance to be passed; and the original argument, for the prohibition under discussion, has vanished. Interesting situations occur, by allowing the king to castle when in check; and it seems reasonable to propose a repeal of one of the restrictions on the chief piece on the board, at the multiplicity of which every person, on a first introduction to the game, feels surprise.

FIFTH

FIFTH POINT.

With respect to the prohibition from castling, *if the king in passing would be exposed to a check*, it rests precisely on the same grounds as the disability imposed on the pawn; and a restriction from passing a square on which an adverse piece acts, should be imposed on all the pieces, or on none; now were it general, it would be impossible to pursue the game, from the wearying and minute examination of every square, in all possible tracks, which would be incumbent on the player; and the confinement and paralysis of the leading pieces, which it would occasion. If this excessive refinement controlled all the movements on the board, Chess would have a constitution most ingeniously impracticable.

The EDITOR, in a former edition, exhibited specimens of play, in which, agreeably to the principles here proposed, a promoted pawn was occasionally made a rook—a pawn, in its first extended movement, passed another pawn, as freely as a greater piece would make a transit over a battered square—the king, in castling on the queen's side, took the knight's square, as on the king's—the king castled when in check—the king castled when in passing

passing he was exposed to a check. These are not all innovations. A desire, however, to avoid an appearance of intruding what may be termed innovations, without soliciting the general consent, a wish to act with candor toward the reader who may draw his ideas of Chess from this publication, and turn to it as an authority, has occasioned him to expunge all those examples, and to construct the introductory games according to the prevailing system; reserving any proposition for a new or revived course till the reader had ample opportunity to be acquainted with the subject.

The arguments which have been offered for change, on the first, second, and fifth points, do not seem to be turned by any practical obstacle: but in the way of a concurrence with any alteration on the third and fourth points, lie objections and difficulties of a nature to propagate themselves. A proficiency in the game is not acquired at once. Genius, applying to the best models, pursuing original experiments, and practising with the best players, at length acquires it. Hence this difficulty. Castling in check, rendering the best models in some respects obsolete, new

examples

examples must be formed. The veteran, as to a knowledge of the effect of some positions, would be reduced to a level with the youngest recruit in the lists. For him to insist on conformity with the established practice, seems therefore fair. On the other hand, the recent player, were he to vary in his modes as he should be inclined or obliged, could scarcely ever be completely on his guard, and self-possessed. It seems expedient then to fall in with the current system. Fortunately the practice which it is most difficult to shake, is the least exceptionable; objections to restrictions on the king do not owe their force to any want of interest in the game as it now is; they merely rest on the peculiarly unsuited and inconsistent situation of the chief piece on the board, viewed in the way of analogy. But it is in vain to look into this little field, for exact parallels either with war or politics. The game of Chess is like the game of Chess, and like nothing else.

Still we may expect that a system the most arbitrary and distinct in its foundation should agree in its parts. The rules on the first, second, and fifth points involve real inconvenience, absurdity, and discordance. Happily

pily occasions for exemplifying them rarely occur. As they are interwoven with scarcely any standard game, there does not seem any good reason for their retention.

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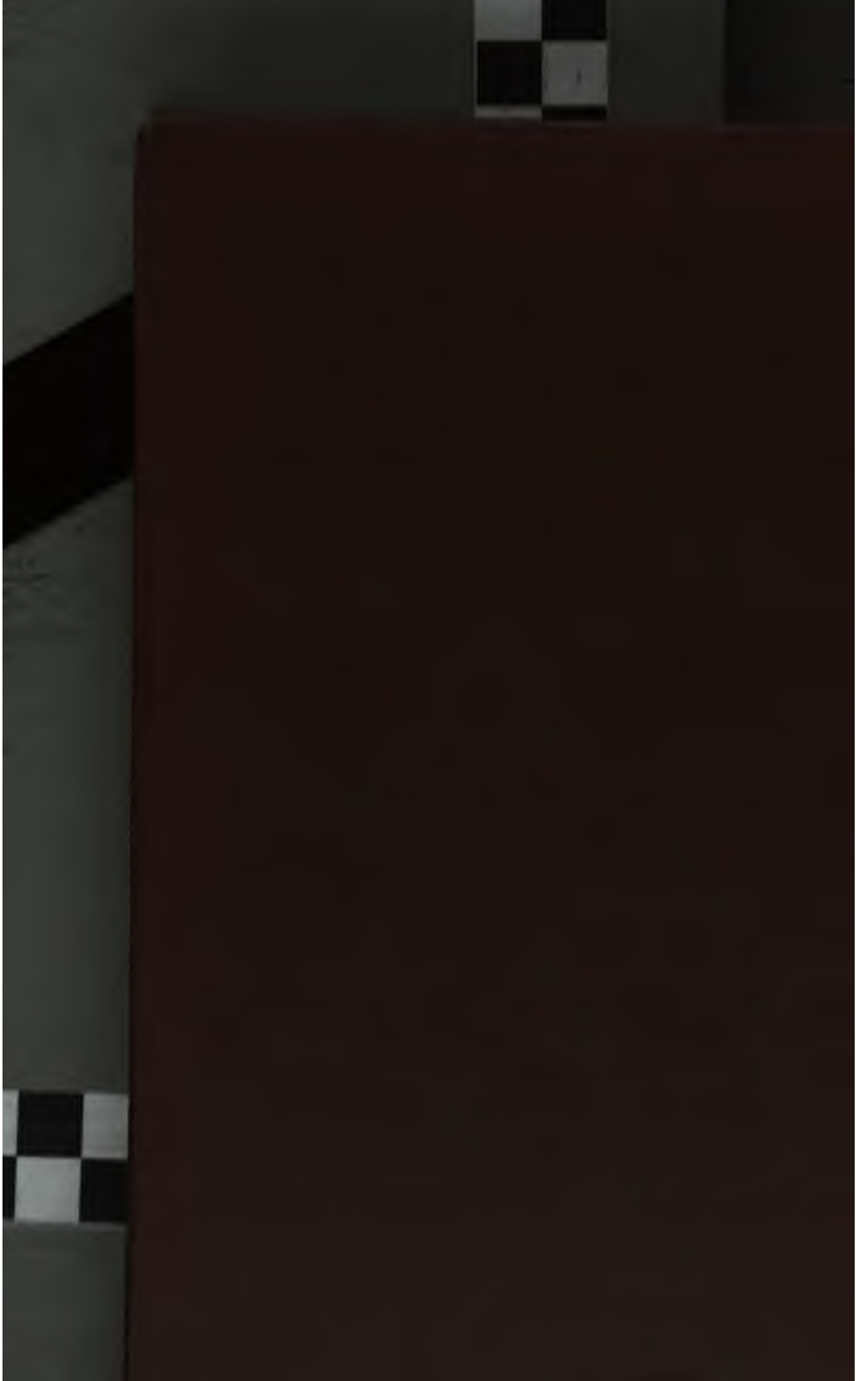
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